STREET FIGHTER II: THE LATEST DETAILS!

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SEGA FORCE MEGA

TOUCHDOWN!

NFL Quarterback Club Exclusive Preview PLUS Bill Walsh College Football!

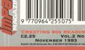
CD SENSATIONS?

Three new Mega-CD games reviewed!

FULL REVIEWS:

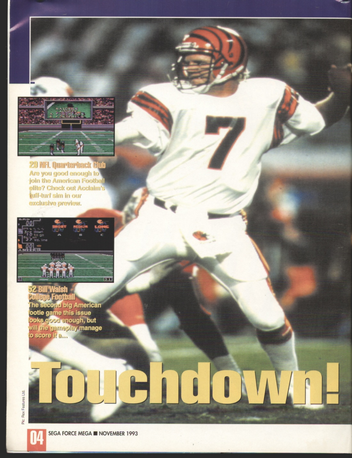
WWF Royal Rumble ● Addams Family
Gauntlet IV ● NHL '94 ● Wimbledon ● Gunstar Heroes
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PLUS! SENSIBLE SOCCER, CRASH DUMMIES, CLIFFHANGER, LAST ACTION HERO!




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Meet Sparkster...
A new breed of superhero and star of Konami's all new
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KNIGHT
TURES
Sparkster is hell bent on avenging his master Mifune's death.
Armed with his jet pack and sword of steel his mission is to annihilate
the Dark Lord and restore peace to his homeland once more.
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29 NFL Quarterback Club
Are you good enough to join the American Football elite? Check out Acclaim's tuff-turf sim in our exclusive preview.

52 Bill Walsh College Football
The second big American footie game this issue looks good enough, but will the gameplay manage to score it a...

Touchdown!

Pic: Rex Features Ltd.

contents



Editorial



ARGH! Who's that? It sure ain't that positively flattering piccy of Steve Shields that has graced these pages since the conception of SEGA FORCE MEGA. Well, Steve is busy in Ludlow on our sister mag, MEGA MACHINES, so the editorial bit of the editorial duties has been thrown my way. I hope that you can stand my mug as long as you put up with his!

But just who the hell are we? And what's all this Newton Abbot business about? Ah, you may well ask. Steve pretty much explained it all last time; suffice to say that your very own SEGA FORCE MEGA comes from deepest Devon and, while the editorial location may have changed, the constant drive to hit the highest quality has not.

Plenty has been keeping us busy over the last four weeks. The ECTS, which is the most important show for the trade in the UK and Europe, offered a few new games plus more details on those that have been hanging around for a while. All of the details are spread over our news pages.

Slighity more exciting was the fact that a select few of our team got their grubby mitts on *Streetfighter II*. It's been a hell of a long time coming, but it's almost certainly going to be worth the wait!

I know Steve was waiting for a good CD game. After *Thunderhawk* last month, we had high hopes that, finally, programmers were exploiting the potential of the machine. I mean, there's real power in this 16-bit wonder, yet they continue to churn out the same old follow-the-leader (or in this case, computer) style games. Three new CD games are reviewed in this issue — you can make your minds up once you have read the reviews.

On a brighter note, we've had a recent influx of sports games — the SFM *NFL '94* in-house challenge rages on, but it's *Sensible Soccer* that has got the whole team talking. It's one of our all time Amiga favourites — it's completely different to the forthoming EA's *FIFA International Soccer*, and, while it may initially seem a little unremarkable to look at, we found ourselves soon becoming totally engrossed. The action is pretty fast, the scores are realistic and the computer controlled teams are pitched at just the right difficulty level, so, software houses, if you're listening, take note from the Sensible boys when making those footy games!

The foot of the page is fast approaching, not to mention a pressing deadline and a glorious sunrise (too many ice hockey tournaments for our own good!). See ya!

Mark Smith —Editor



The Fut

Oh you lucky people, have we got a treat for you. We sent an intrepid young blade to the European Computer Trade Show; his quest — to dig the dirt on what's hot to trot on the Mega Drive over the next few months. So here it is; more games news, views and screenshots than you'll know what to do with. Prepare for complete sensory overload as Chris Marke, our man with a mission, delves into the big new releases previewed at The ECTS.



VIRGIN ON THE RIDICULOUS

The lads and lasses at **Virgin** were taking no prisoners at the show with an aggressive campaign to get their games noticed. Fortunately for us, they succeeded.

One of Virgin's most interesting announcements was the revelation that they had signed a major deal with the master of horror fiction, **Clive Barker**.

The intention is for Barker to work exclusively for Virgin in all stages of the development of games for the various emerging CD platforms. Barker has written some of the classics of recent horror, including the novels *Weaveworld* and *The Forbidden*, and the cult *Hellraiser* movie trilogy.

With this sort of pedigree, his commitment to a new phase of game production is bound to create a huge amount of interest. One of the most interesting aspects of the story lies in Barker's own expressed intention to transfer his CD stories to other media. This will hopefully herald the conception of the film-of-the-game, an interesting reversal of the norm.



RoboCop vs The Terminator is set to smash its way onto the Mega Drive over the next few months.

Hasta la Vista, Baby!

On the Mega Drive, Virgin have a host of top titles winging their way into the stores over the next few months. First up is *RoboCop Vs The Terminator*, which is being released with the aim of grabbing a big chunk of the Christmas sales. The game is based on a short series of stories produced by **Dark Horse Comics** and

ture Looks Bright



written by **Frank Miller**, considered one of the world's finest comic book authors, with popular titles such as *Electra Assassin* and *The Dark Knight* to his name.

Robocop Vs Terminator sees the player in control of RoboCop as he battles through 12 levels packed with heavily-armed Terminators. Not to be outdone, RoboCop has a huge arsenal of weaponry at his disposal, including lasers, homing bullets and high-velocity shots, as he tries to rid Delta City of the invading Terminator cyborgs.

The player has to negotiate deadly sections, that range from Toxic Farms to secret Underground Bunkers and even a futuristic nightmare world of Terminator spiders, dogs and Hunter Killer crafts. The price for this dose of blood, gore and mayhem has yet to be announced, but expect swift sales over the forthcoming months.

Hot on the heels of *RoboCop Vs The Terminator* are three Mega Drive titles targeted for a new year release. These are *Dune II: The Battle For Arrakis*, *Dragon*, the life story of Bruce Lee and *The Lost Vikings*.

Dune II is a new adaptation of **Frank Herbert**'s award-winning science fiction novels. It's a strategy-based resource management simulation, with a strong combat element.

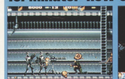
The scenario is simple — The Emperor has challenged the three ruling houses of the Harkonnen, the Atreides and the Ordos to prove who is worthy of ruling Dune. The object is to control the production of spice. To achieve this you must build a network of defences and manufacturing bases; such as production plants, barracks, to house armies and rocket turrets, to see off attacking forces. Virgin see *Dune II* as being one of the few easily accessible, flexible and fun strategy simulations. Expect more news soon.





Dune II promises good strategic action which should appeal to even those 'blast and maim' fans who prefer their games to involve lots of blood and gore.

Terminator now out on Mega-CD



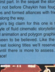


Virgin also had a couple of nifty looking Mega-CD titles on display at the show. The first was another Arnie-inspired piece of gratuitous violence. Named after the ultra-cool blockbuster movie, *The Terminator* is due to be released as we go to press. Based on the Mega Drive version, but hopefully much improved, the game places you in control of Kyle Reese, a warrior sent from the future to protect Sarah Connor, the mother of the world's eventual saviour. Not only that but he's up against an army of Arnies! To their credit, Virgin have promised more hardware, more adversaries, more levels and much more action than in the original version. Let's hope that they can deliver the goods.

The other release, which the industry has long been waiting for with baited breath, is *Another World I and II The Second Beginning*. This package contains an advanced version of the original game plus a new sequel.

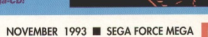
The player takes the role of genius scientist Lester Chaykin who's warped to another dimension by a freak accident. Chaykin has to overcome a host of deadly alien monsters in the first part. In the sequel the story is tied up, but not before Chaykin has fought new enemies and formed alliances with friends he meets along the way.

Virgin's big claim for this one is that the new style of fluid cinematic storytelling, rotoscoped animation and polygon graphics have to be seen to be believed. Like the rest of their great looking titles we'll reserve judgement until there is more to assess. Watch this space!



Kyle Reese can expect no mercy from the army of Arnies (that's the Terminators) as they blast a vengeful path of blood and guts across the Mega-CD!



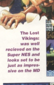


news

Enter the Dragon



Bruce Lee, martial artist and stunt man extraordinaire, makes a posthumous appearance on the MD later in the year.



Take that you fiend! Nothing like a good chop to the neck.

On a totally different tact is *Dragon*, based on the film of the master of martial arts, Bruce Lee. Lee, who died unexpectedly at the age of just 32, starred in a string of low-budget film hits. The game will take the player through 12 different opponents including the notorious Sun Brothers, vicious Oriental Fan Fighter and the Phantom who haunted Bruce Lee throughout his life. *Dragon* project manager Peter Hickman claims that the game is so awesome that they will have to slow it down because it's running too fast at the moment. The faster and tougher the better is all we can say!

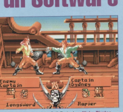
Finally, *The Lost Vikings* is a whimsical little tale in which players have to cleverly coordinate the strengths of three humorous characters in order to escape from the clutches of an alien race. The characters are Erik the Swift, a powerful runner, Baleog the Fierce, a no-nonesense swordsman and Olaf the Stout, a burly protector. The game will be designed so that in the early stages life is not to difficult, allowing novice gamers to ease their way into the game. However, with 37 levels of play there's said to be enough action for even the most advanced of gamers. Vikings looks like being another winner bringing pillaging aplenty to the Mega-Drive!

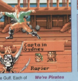


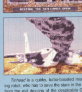
The Lost Vikings: was well recieved on the Super NES and looks set to be just as impressive on the MD

Seriously Fun Software

One of the most impressive stands was that of the Kings of the flight simulation, Microprose. They had loads of simulators on display, as well as a whole host of forthcoming releases just begging to be admired.







The Mega-Drive was well represented on the Microprose stand. First up, you could take a turn on *F-15 Strike Eagle II*, which is out now, priced £44.99. As the leading exponents of flight sims the Microprose gang have come up trumps yet again. This is a conversion of the million-selling title from the Amiga and IBM PC versions. It has four difficulty levels, and on each level you can choose one of six precision-mapped areas of conflict. These include attacks in the Middle East, North Cape and the Gulf. Each of the missions has different Primary and Secondary targets. *F-15 II* looks to combine outstanding graphical detail, with amazingly fast-paced action and dog fights.



Shiver me timbers

Other possible Microprose releases include *Tinhead* and *Pirates! Gold*. As yet there is no definite release date over here for these games but they look like hot stuff.



We're Pirates fans of old, so we're looking forward to getting our dirty little mitts on the MD version. Lookout for all of the usual clichés in our review!

Tinhead is a quirky, turbo-boosted morphing robot, who has to save the stars in the sky from the evil designs of the despicable Grim Squidge. There will be four levels to what Microprose boldly describe as 'the fastest, most hectic, fun-packed platform game ever for the Mega-Drive'. I think we've all heard that one before, but my reaction to my initial sighting of the game was that this could be a big success. It has some humorous ideas, such as Tinhead bouncing across the galaxy on his

ECTS

DOMARK — loadsa balls

The Domark stand had information on a couple of games that looked like they had the possibility to cause a real stir when released in the new year. *Prince Of Persia* and *Marko's Magic Football* are both scheduled for March 1994 release dates, but the brief glimpses I got of them both looked extremely promising.

Prince of Persia has already been a big success on the as a Master System and Game Gear title, and the Mega-Drive version will follow the same scenario.

You take the role of a brave and fearless prince, who has just one hour to rescue the princess from the clutches of the evil Grand Vizier. It's a traditional storyline alright but the game is said to be something else. Split into three sections (the dungeons, the main palace and the top of the towe), the game is said to have superb graphics and spot fx that capture the atmosphere of the Persian lifestyle.

Their other title looks a lot like the successful Amiga game *Soccer Kid*. Marko is a little chap who just wants to play football in the park, but his mum wants him to stay in and clean his room. The Domark PR guys and gals think that *Marko's Magic Football* will be a huge hit, with exciting football skills, superb special effects and unique gameplay. Well, they would wouldn't they. Despite that cynical remark the game doe's look to have a lot going for it, expect more news soon.



space-hopper or racing along the ground on his unicycle, that will make it just a little bit different.

Their other big game is a totally different proposition altogether. *Pirates! Gold* is a sprawling adventure set in the times when the high seas belonged to those who recognized that the sword is mightier than the pen! The object of the game is to make your fortune plundering the rich and pillaging the poor, so that you can retire to a life of wealth, status and beautiful babes. This is a epic game that will take you across the world, ask you to form treaties with cut throats and double-cross gentlemen. Within the game you must master the art of captaining a pirate vessel — this means learning how to be a shrewd businessman, a fearless fighter and a clever diplomat. Ahoy Jim lad, pledge your name to the skull and cross bones, and look forward to a rip-roaring adventure from those land-lubbers at Microprose!

Finally, Microprose have *Beastball* in the pipeline. The year is 2089 and eight teams, consisting of man-made mutants battle it out for the league title and the Beastball Championship. It's a one or two player game, and Microprose promise that heads are literally going to role, bodies are going to get skewered and faces are definitely going to get mashed. Hmm, sounds pleasant eh! As yet there is no other info on the game, but it has been earmarked for an Easter release. The Ed's already sharpening his legendary knuckledusters in anticipation!

Beastball is a new kind of sport in which you have to get the ball in the oppositions goal. Sort of a mix between Mutant League ad soccer?

Futuristic sport action in which you simply score more than the other team is what it's all about. A bit of violence and the like are no doubt assured too.

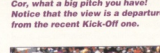




Football Frenzy

The stand that got my undivided attention belonged to Electronic Arts. They had a giant video screen set up dedicated to non-stop footie action from their forthcoming release FIFA International Soccer.





Cor, what a big pitch you have! Notice that the view is a departure from the recent Kick-Off one.

Being a sporting type of chap, I laced up my Puma boots, slid in my Bryan Robson shin pads and shoulder barged my way onto the nearest controller. It was definitely worth it. This game would seem to have it all — a great perspective on the game, it feels like you're watching the action from the grandstand, some brilliantly executed moves and the roar of a full-blooded crowd — it wouldn't seem more real if you were actually playing at Wembley. Well okay perhaps that's going just a little too far. There's also a choice between playing with the emphasis on arcade action or strategy simulation. Now come on, what more could you want? No, don't answer that. Anyway, expect it to be on sale any day now, priced at £44.99. It could be a whole new ball game. (I know that's a bit of a cliche, but this is footie after all!)





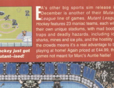
In coming goal kick! EA FIFA International Soccer includes many new view features and ideas.

Mutant Madness



Hockey just got mutant-ised!

EA's other big sports sim release in December is another of their *Mutant League* line of games. *Mutant League Hockey* features 23 maniac teams, each with their own unique stadiums, with mad booby traps and deadly hazards, including ice sharks, mines and ice pits, and the hostility of the crowds means it's a real advantage to be playing at home! Again priced at £44.99, this games not meant for Marc's Auntie Nellie!



...and now for something completely different!

Just to prove that EA have more than sports sims on their minds, two other new games being hyped at the ECTS were *Blades of Vengeance* and *Virtual Pinball*. Both games are aimed at the Christmas market and had the EA guys frothing at the mouth, although this could just have been the effect of a weekend at the ECTS! *Blades Of Vengeance* is a slash-'em-up that sees you battling in caves, forests and fortresses against evil beasties such as vampires, dragons, zombies and the dreaded Medusa. In contrast *Virtual Pinball* is being heralded as the first pinball construction set for the Mega-Drive, with loads of tables and designs to choose from. You will be able to select from eight different objects, including fast tracks and extra flippers. The Pinball Wizard would have loved the thumping musical scores you can create, so watch out Elton John!

Personally, if EA bring out nothing but *FIFA International Soccer* I'd still love them.



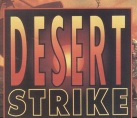


Become a real pinball wizard with Virtual Pinball, a construction set due from EA in the near future.





STRIKE POWER



IT'S WHAT THE MASTER SYSTEM & GAME GEAR HAVE BEEN WAITING FOR...

The number one hit helicopter sim' has now arrived on the Master System and Game Gear! Pilot your AH-64 Apache helicopter through 27 in depth missions. Destroy scuds, tanks, nuclear reactors and rescue vital personnel in this all action test of speed and skill.

DOMARK®
The Top Guns

Psygnosis pushes Puggsy

There was a lot of raving going on at this stand about the new CD smash *Microcosm*. The game offers you the chance to journey through the human body. There are six areas of the body to explore and the graphics are stunning. The game uses fractal engine technology to bring you some amazing scene intros using silicon graphic imagery and it allows full player interaction, so you don't just sit their marvelling at the effects. Due to be released any time now, *Microcosm* is priced at £49.99

Also receiving exposure at the ECTS were the Mega-Drive games *Puggsy* and *Wiz N Liz The Frantic Wabbit Wescue*.Both are out right about now, boasting smart graphics and tricky platform puzzles.

Puggsy puts you in control of a cute little creature who has to fight his way through loads of levels in his desperate search for his stolen spaceship. Similarly *Wiz N Liz* features some cuddly characters trying to wescue wascally wabbits from the clutches of evil witches. there are exploding wabbits, hundreds of spells and thousands of tricky problems to overcome. Both games will cost £44.99, with *Puggsy* also coming out soon on the Mega-CD for just a few quid more at £49.99.

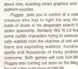








Puggsy has you searching through numerous levels in an attempt to get hold of his lost spaceship. Nice shades, shame about the belly.



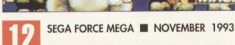
Aha — a load of game boxes of the titles due out over the next few months from those people at Psygnosis. If it's wily wabbits that you're after then look out for Wiz and Liz; those into alien games should check out Puggsy!











That's all folks!

These were a few of the biggest releases on display at the ECTS. US Gold also had a massive hospitality suite at the show, where they were plugging their big Christmas release *Winter Olympics* until they were blue in the face. However, for more details of this game and the madcap US Gold gang, check out our feature preview on page 14.

So, to coin a phrase, that was that. Another year another Trade Show. As we stumbled blinking out into the London smog hovering over the Business Centre that hosted the extravaganza, I was left to reflect on an impressive display by most of the major Mega Drive players. All that was left to do was recover my old jalopy from the car-park attendant who had kindly suggested I bung him a fiver — 'just for a couple of drinks,mate' — for the pleasure of actually finding a bloody parking space in London. Then I could sit back and muse on the last few hours of marketing frenzy. Smart stands, drinks and cucumber sandwiches, what more could you want to promote a game? Well, perhaps a trip to Norway, but that's another US Gold story!



Cart Charts

Courtesy of those fine chaps and chappesses at the Virgin Megastores across the country, SEGA FORCE MEGA charts the rise and fall of the latest hits and misses. But our quest for the buyers' favourite games doesn't stop there. We go globe-trotting to the good old US of A and the equally-ancient and spiffing land of Japan to bring you the latest raves from acorss the Atlantic and Pacific. A very expensive way of getting the information, we admit, but good fun all the same.

UK Mega Drive Top Ten

1	▲	JUNGLE STRIKE	EA
2	▼	MICRO MACHINES	Codemasters
3	NE	BUBSY	EA
4	NE	POPULOUS 2	EA
5	►	PGA TOUR GOLF 2	EA
6	▼	FLASHBACK	US Gold
7	NE	X-MEN	Sega
8	▼	COOL SPOT	Virgin
9	▼	ECCO	Sega
10	▼	TINY TOON ADVENTURES	Konami

An all-too-predictable chart this month, but that's by no means a bad thing as everyone's tip for the top, *Jungle Strike*, has indeed reached this coveted position. It came in at number two last issue and it was only a matter of time before *Micro Machines* succumbed to its strong attack.

The Codies are still selling well, though, with their top racer hanging in at number two (gosh, I feel like a DJ. Pity I don't sound like one!).

EA storm up the charts with numerous games confirming their number one postion in the 'third party publisher' stakes. *Bubsy* is followed hot on the heels by *Populous II*, both contrasting but excellent games in their own right. They're also still there with *PGA Tour Golf 2*, which refuses to budge from its fifth spot.

Talking about spots, *Cool Spot* takes a major tumble down the charts, heading in a downwards spiral past *Flashback* and Sega's new entry, *X-Men*. Could we soon be saying a fond cheerio to the round, red one?

Two other characters who look like they have had their day on the charts are Ecco and Buster Bunny, whose respective games prop up the foot of the chart. Just who will take over in the next issue? Buy the mag and see for yourself.

USA Charts

This is probably the last American chart you'll read that hasn't got *Mortal Kombat* in it. Just shows what you can do with an average game and loads of hype...

1	X-MEN	Sega
2	BULLS VS. BLAZERS	EA
3	COOL SPOT	Sega
4	RBI BASEBALL'93	Tengen
5	HARDBALL III	Accolade
6	PGA TOUR GOLF II	EA
7	TONY LA RUSSA BASEBALL	EA
8	FLASHBACK	US Gold
9	FATAL FURY	Takara
10	ROAD RASH II	EA

Sonic's back in the Japanese charts looking as good as ever! How long will it be before his new games — the stunning Sonic CD and unusual Sonic Spinball — come storming up the charts? Only time will tell!

Good old Bubsy arrives in the UK charts, looking all the better for his escapades against the yarn-stealing Woolies. A cult hero in the making, if ever there was one.

Japanese Charts

Personally, I'm finding all of this *Puyo Puyo* stuff tedious. Don't the Japanese play (or buy) anything else? Nice to see *Sonic* back in the charts, though...

1	PUYO PUYO
2	NIGHT STRIKER
3	EX-RANZA
4	ILLUSION CITY
5	THE HUNGRY WOLF
6	SWITCH
7	SONIC
8	DEVASTATOR
9	SONIC 2
10	CLASSIC ARCADE

Going for US Gold!

SEGA FORCE MEGA goes to the Olympics

At ECTS, US Gold were in the throes of pushing their Official Winter Olympics game. They obviously thought this wasn't enough, so, all in the name of good relations, they bundled 28 journalists from games magazines across Europe into a plane. The destination: Lillehammer in Norway. The official objective: to sample the delights of this small Scandinavian town, which will play host to the Winter Olympics '94. Of course, the real objective was to get the mags on their side before *Winter Olympics* is released! Chris Marke was our man sampling the northern delights!

Sitting here now reminiscing on a fine old time courtesy of *US Gold*, it's easy to forget that I was actually meant to be out there working. Game, what game? Oh, *Winter Olympics*, yeah we did get shown some game, but er, where are my notes?

Actually it looks impressive. US Gold are pretty proud to have got the official licence for the game. If you think about it, their name will now be linked with an event that plays host to 2000 athletes from 60 nations, 8000 media representatives and a worldwide television audience pushing the two billion mark. Not bad publicity, really!

There's Gold in them there Olympics

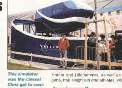
To capitalise on this exposure, US Gold have gone to great lengths to ensure their game has an authentic image. *Winter Olympics* has a very definite Lillehammer look, which perhaps can only be fully appreciated if you have spent some time in the town.

It has the Lillehammer emblem, depicting the five Olympic rings, the Northern Lights and snow flurry; special pictograms of the Olympic events based on rock carvings found in Norway and the official Olympic mascots, not to mention sickeningly sweet kids from Norwegian myth called Kristen and Hakon. These characters are plastered over every inch of space in Lillehammer.

The Olympics themselves will have a total of 114 different competitions. For the game US Gold have selected what they consider to be the best ten events to simulate.

To give us a taste of these events, the US Gold team, ably captained by the bubbly Andrea Griffiths, took us on a grand tour of the premier stadiums in and around Lillehammer. Along the way we were plyed with rich foods (ever tasted Reindeer — well it's not bad, but I'll never look at poor old Rudolph the same again) and copious amounts of wine, which I manfully tried to resist, but let's just say they can be very persuasive those US Gold people!

Anyway, suitably lubricated, we went on a whistle-stop tour of the skating stadia in Hamar and Lillehammer, as well as the ski jump, bob sleigh run and athletes' village.



This simulator was the closest Chris got to competing in the Olympics, although, you'd think he'd been signed up by the Norwegian bobsleigh team if you spoke to him!

Jumping mad!

I won't ramble on too much about the trip, mainly because the Ed's getting jealous, but I just want to state a couple of important points right now.

First, if you should ever meet a ski jumper just smile sweetly and walk slowly in the opposite direction. These guys have to

She obviously hasn't tasted the tea yet. How dare Andrea look so happy at this ungodly hour.



be seriously psychotic.

I mean what do you do, wake up one morning and think to yourself, 'I know, today I'm going to jump off a perfectly good mountain with just a couple of bits of wood strapped to my feet!' No, it's not my idea of fun either, but these guys do it for a living.

My other quick point concerns the bobsleigh. We were all lucky enough to get a go on the run that will be used for the Olympic games.

As there is no snow in Norway at the moment, it had to be on a specially designed summer sleigh. However, it's still a hell of an experience, it even shut up Dokey, from one of the other British Sega mags, no mean feat, I can tell you.

I suppose I'd better tell you something about *Winter Olympics*. We did get a chance to watch an exhibition of the game and have a quick go while secreted high in the mountains. However, none of the mags were allowed to have a full review copy before the release date next month.

I won't go too deeply into the reasoning behind this but it does seem a little strange, especially as the demo we saw appeared to be really good. I'll just pass the observation that perhaps the game may not hold up to closer examination — I hope this is not the case as I was impressed by what US Gold had to show us.

Plenty of permutations

Winter Olympics has a huge array of options available to the player or players and allows up to four people to compete in any one game, each player taking turns.

It opens with a sequence introducing the players to the history of the Winter Olympics, and pinpointing Lillehammer on the map. This sequence can be skipped, but after seeing the events first hand it certainly gives a feel for the game.

Going for gold

You can take part in the full ten events, a mini Olympics, in which you select your favourite events, or a training session.

The events on offer include the downhill, ski jump, giant slalom, luge and, of course, the bobsleigh. You enter the events on one of three skill levels, Club, National and Olympic. The Mega Drive also allows you to go head-to-head against a chum in the short track speed skating and moguls. It is well-designed, with some smart graphics and, thankfully, it looks like the skaters are actually on the ice when they take corners, a rarity in games such as this.

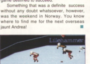
All in all it had the appearance of a game destined to succeed.

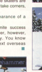
Something that was a definite success without any doubt whatsoever, however, was the weekend in Norway. You know where to find me for the next overseas jaunt Andrea! ■

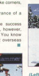




(Below) Soar through the air Eddie the Eagle style with US Gold's Winter Olympics, due out this, er, winter.

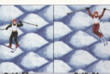


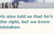


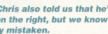


(Left) The SEGA FORCE MEGA Winter Speed Skate Challenge is on already.









(Above) Chris also told us that he's the guy on the right, but we know he's sadly mistaken.



(Above) Chris is the one behind the camera (or so we reckon!)



Chris "Eddie the Eagle" Marke contemplates taking the quick way to the bottom. What's the betting that he used the lift?!



What a tremendous setting for the Winter Olympics. Or it will be as soon as they get the ice packs from the freezer ...



Gutter Snipe

I'm not so sure about this Torbay lark, y'know. Too many distractions if you ask me. Sun, sea, scantily-clad females — it's enough to make you go blind (or so my mother used to tell me). And half of the new recruits happen to be Torquay United fans. Never a day goes by without one foolish soul telling us of their unbeaten streak. Next they'll be dragging me kicking and screaming to the hole that is Plainmoor, the sacred ground of TUFC. Oh, for the days of Ludlow's bowling greens...

After surviving the trek from the bowels of Shropshire to the depths of Devon, my body had to get to grips with the sudden change of climate. No more were there clouds to darken the sky — the sun actually peeks through the gaps down here.

A bigger shock was in store, though. I was greeted at the door to our new offices by a rotund youth wearing shorts. Disgusting plump white flesh was there for all to see and I must admit that I felt slightly out of place wrapped up in my thermals and duffel coat.

My heart sank further when faced with two flights of stairs to climb. Now, back in Ludlow, I could saunter in, kick back in my chair and peruse the day's latest mail. Here, they make me clamber up stairs, sort through what they quaintly describe as an 'in-tray', piled high with the latest offers for ladies fashion and hair restorer (are they trying to tell me something?), locate the letters, make my own coffee (which they charge for) then converse with the receptionist on what a lovely day it is (it's always a bleeding lovely day) before I even get the chance to enjoy your scribblings.

It gets worse. Gone are the days of Radio 4. If it isn't the manic ramblings of Jackie Brambles (let's face it, she's got the delivery of a dyslexic postman), I'm subjected to endless nights of Radio 5 footy programmes.

Don't get me wrong, you can't beat a good soccer game, but if I hear another guest commentator praising Chris Waddle's golden left foot, I swear, dear reader, I will not be responsible for my actions.

I should really count my blessings though — this place is right in the centre of Newton Abbot, surrounded by pleasant watering holes (The Cider Bar? Ha!), greasy chippies (hello all at Chippies Plaice) and plenty of old folk who no doubt could tell me a thing or two about the olden days if I stood around on street corners long enough.

But enough of my problems — I do believe that it's time to turn my attention to some of yours...

You've bin framed!

Obviously in a weaker moment, our very own **Chris Marke**, from the pits of **Newton Abbot**, Devon is seen here, proudly displaying as award he won for sheep-scaring or something (footy actually — Mark). He didn't want us to use this photo (hardly surprising) as Mark had asked him to bring in a handful of photos to use this issue. Most were either 'ultra cool' or of Mr. Marke under the influence.

I found this one buried deep, and, as I considered that the readers had a right to know just what the lad got up to in his spare time, no form of bribe or threat would tear it from my grasp. Chris, I bet your parents are really proud!

As a very special prize, I have the permission of our illustrious editor to allow you to work for the next seven weekends, and as a bonus for being such a good sport, you will have the pleasure of manning the office lines over the Christmas period. Sorry to spoil the mystery, but I thought that it was such a wonderful prize that we should share it with everybody.

Such a wonderful free prize! Beats a free night out with Sharon Stone any day (Ok, it may not be, but we know that you wouldn't be allowed anyway!).

Win a holiday in the Caribbean

When it comes to prizes, we whup all-comers. For just the price of a stamp and a note worthy of our Letter of the Month, we're offering an all expenses-paid trip to the shores of the Caribbean.

The trip of a lifetime? It beats a windy weekend in Skegness, anyway. Sun yourself on the golden sands, spend endless hours taking in the sights (you know what we mean) and laze around sipping foreign concoctions. Sheer bliss!

(Obviously, Gut is having problems with the sun. It's probably frazzled a few brain cells or two. What will actually happen is the winner of the prestigious Letter Of The Month award is rewarded with a SEGA MEGA FORCE binder and an-oh-so-fashionable T-shirt. An ample reward if ever there was one — Mark).

Just imagine the envy of your work/school/nursery mates when you tell them of your stupendous prize! So get writing, and send your letters to **GUTTER SNIPE, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire, SY8 1JW**. Lightweight thermals most appreciated!

Sex! Scandal! Blood! Gore!

Dear Gutter Snipe

In reply to Fleur Handley's comment in issue three, I would like to say just one thing: why did she bother wasting paper to comment on beat-'em-ups being sexist (Uh-oh. I can feel controversy coming on — Mark)?

In case she didn't know already, beat-'em-ups are designed for boys because (A) they like violence (sic) and (B) at least 90% of teenagers who are into computer games (those who are informed about games and read magazines on a regular basis) are male.

Those who can remember issue 18 (vol 1) will recall that the results of the survey said that 96% of readers who completed the questionnaire are male. If you ask me, doesn't it make much more sense to programme a game which appealed to a male audience (ie a game where a man rescues a woman) rather than a game which appealed to the female minority?

There are girls (and women) like Fleur who do like computer games but most prefer those starring cuddly animals (ie Lemmings, Sonic, Bubsy, Mickey Mouse — the list is endless) while most males like games on the sports side of things or strategy games (*John Madden's*, *NHLPA Hockey*, *Super Kick-Off*, *Jungle Strike*),

not forgetting beat-'em-ups. If you ask me, most games out aren't sexist, so girls have no reason not to be interested in computer games.

They are much more fun then listening to a bunch of fairies called Take That. Personally I would prefer to listen to the music on the Captain Planet game repeatedly rather than expose my ears to those one-hit wonders.

By the way, Fleur, I think that the majority of the readers would prefer a night out with Sharon Stone than a pixelised computer game character.
Mark Smyth, Swords, Co. Dublin

Dear Mark
Hmm. For once, I'm nearly lost for words. Possibly you have missed the point on the sexism front. Games in which a male character, normally a sturdy, muscly chap, has to rescue a damsel in distress who always happens to be a looker and, er, well proportioned, are sexist in structure alone — this is the Nineties, man! And, of course, the games that you have mentioned that the ladies prefer are some of the biggest sellers on the Mega Drive, attributed most likely to the fact that they cover many tastes. Let's face it, do beat-'em-ups need to have whimsical scenarios in which man loses woman, searches for woman and rescues woman? A bit neanderthal, don't you think?

I'm not so sure that I can hold with your comment about Take That either. This fine, profound, talented band are all too often misunderstood. My mate Robbie, of Take That fame, reckons that those who knock them are envious of their musical ability, their strong, considered lyrics and of their voices that make the Flying Pickets sound like magpies on heat. He has a point. **GS**

Oli for President

Dear Guttersnipe
I have to say that the new SFM is pretty posh. It's very glossy and doesn't fall to bits like 'ye olde staples' did in SF.

But to tell the truth, I preferred the old SF to the new SFM, well the latter editions of SF are as good as SFM now. Why?

Well the illustrations were 100%, no, 500% better in early SF. The gore, blood etc attracts people to the mag and it should be re-introduced. Sod what 'distressed mothers' think.

I bet that the ratings were boosted in Issue Eight's *Alien 3* cover, more so than Issue 19's *The Flintstones* effort. The one, two and three-piece Oli Frey posters were amazing and are stuck all over my room. Many friends are envious of the fine artwork in my bedroom. To sum up what I'm saying, 'BRING OLIVER FREY INTO FULL FORCE AGAIN'.

Another thing, the ratings box gives little away at a glance in the new SFM. What happened to the presentation category and the smart comments after each category? There is no 'no. of players' bit, no info on the memory size and the date given is usually import date, not British release date which the majority of people will take heed from.

The players' guide is a brilliant idea but why not print every MD game, rather than only the ones you have reviewed yourself?

Why have you got rid of USA Here 'N' Now? It was really good as part of the news section.
Now for a few questions.

1. Is *Centurion — Defender of Rome* as good on MD as it was on PC?
2. Why was *Streets Of Rage II* given a better lastability rating than *Batman Returns* when *Batman Returns* is next to impossible and *Streets Of Rage II* is incredibly easy?
3. What has happened to the *INXS Make my Music Video* on the Mega CD?
4. Is Sonic 2 better thanSonic 1? No, only joking.

Thank you for listening.
Thomas Leng, Bishops Stortford, Herts.

Dear Thomas
Why, thank you for taking the time out to write to us, complete with such constructive criticism. Not that it really matters how constructive it was, since I'm not the kind of chap to take kindly to any kind of criticism. However, the team assured me — quite sincerely — that all comments are taken on board.

Mark asked me to point out that, as regards artwork, Oli still designs all of our front covers (I bet you liked last issue's Lethal Enforcers *cover!), but, as regards posters, there are no plans at present to include any in the near future.*

He mumbled something about cover prices and economics, but then he always starts getting flustered when it comes to spending money. It's not moths that you'll find in his wallet, it's fossilised relics of the Jurassic era.

Players' Guides are there for the hottest and spankiest games of the moment, the ones that you have just bought and want a helping hand on, which is why we select the ones that we do.

Maybe we can twist somebody's arm in ▶

Wise Words

Never trust Mark Smith to come up with any wise words whatsoever (or this is what you'll end up with!)

Disgruntled of Swansea

Dear Guttersnipe
I have been the owner of a Mega Drive for over two years, and when the CD came out, I bought it the day it was released.

I have bought your excellent mag since becoming a console owner and I have faith in you to answer my letter and my concern over the money I have spent oo Sega products.

In your 'sister' magazine N Force, it was stated that sales of the CD have been decreasing in Japan and the States, why? Have we just purchased a dog?

In a previous issue of SEGA FORCE you said that the future for the CD was 'rosy'. IS IT? So far the games produced are fairly average (quite crap, to be honest). After shelling out quite a bit of dosh I expected excellent games at a fair price, instead of buying mediocre games at the £45 - £50 price. I have this urge of swapping all my Sega products for a SNES.

Why aren't Sega keeping to their word of the CD being 'the next level of entertainment'?

Please answer my questions as I am seriously thinking of smashing up Sega's little portable toilet and sending the pieces to be shoved up Sonic the Hedgehog's... (SSSSNIP! — GS)

(P.S. Do you know that it's hard to talk when your lungs are in a blender?)
ANONYMOUS, SWANSEA



Dear Anon,
Dear oh dear, we have got ourselves in a palaver have we not? First off, let me assure you that you have not, in fact, purchased a dog. These are generally furrier than a Mega-CD, have a tendency to wee all over your carpet and leave gifts on the neighbour's lawn which are never that well received.

I had a dog once, and, if memory serves me correctly, a CD was slightly too big to get in the mutt's mouth. The damn thing wouldn't open up when requested either, although I also get that problem with the Mega-CD. Too much button pressing for my liking (on the CD not the dog, that is).

My guess is you have yet to take a long lingering look at Thunderhawk or Silpheed (a slight disappointment but certainly not mediocre). The future is rosy — going to such extremes as selling it and buying a SNES would deprive you of two things, namely: (1) The rosy future of the Mega-CD and (2) The rosy future of SEGA FORCE MEGA. There's always SNES FORCE I guess, but it's just not the same (If it were the same, it would only be SEGA FORCE MEGA, wouldn't it?).

As for trying to talk with my lungs in a blender, I can honestly say that it's not something that I have ever considered attempting. There was the time that I was found with my tongue trapped to the ice in the neighbour's freezer when I was but a wee nipper, but that's another story. **GS**

The Rise and Fall...

Dear Guttersnipe
In the charts page you have the USA charts, Japanese charts, arcade charts and the official charts all for the Mega Drive. Well what I want to know is when will you be releasing a top ten chart for the Mega-CD as there are plenty of games?

Thankfully
David Lynch, Kirknewton

Dear David
Good question. I like good questions, especially short and sweet good questions. I prefer questions that I can give a good answer to, but yours was still a good question all the same. Regarding Mega-CD charts, well, if we can get our hands on one then of course, we will print it, but even with the recent releases to add to the numbers, there still aren't a great deal of CD games. **GS**

order to cover some of those classic golden oldies. As for the USA section, we've simply rolled the news pages all into one bumper feature so as to cover all of the latest gossip, release details and so on.

Finally, in answer to those listed questions that I so adore:

1. *Don't know — I haven't seen the PC version. Probably not.*
2. *Streets Of Rage II isn't necessarily easier than Batman Returns, especially for those ham-fisted ones among us. The guys rated the lastability higher simply because there is more to SORII, with its extra characters and moves, than Batman Returns. Horses for courses and all that.*
3. *Funny, that's exactly what we asked, give or take the odd exclamation, when confronted with INXS Make My Video. You'll find the review of this rivetting piece of software in this issue. Make sure that you've got a clean pair of underwear when reading the review in case the excitement gets to you.*
4. *Medic! My sides need stitching...*

Ra ra ra

Dear Gut

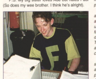
Congratulations on a great start to a great new mag. I buy SEGA FORCE MEGA every month and I think it's great. My wee brother gets SEGA MASTER FORCE. Anyway, let's get down to the Q & A.

Firstly, can the Mega Drive fit onto the Mega-CD 1 or 2 have an attachment for the 32 bit? Last but not least, does the Mega-CD play normal music CDs?

That's all for just now. Bye!

RA Martin. Leeds

P.S. My big sister loves Ade but hates Paul (So does my wee brother. I think he's alright).



Dear Ra

What's this with your wee brother? Is he inconti- nent? Should he see a doctor?

I'm not one for doctors, but I know a crap doctor joke. It goes thus:

Patient: Doctor, Doctor, I feel like a bridge.
Doctor: What came over you?
Patient: Oh, two lorries, three cars a motorbike and two children.

Good, eh (No — Mark). I recall that joke from the heady days of Cheeky comic, which I used to read way back in my mispent youth. Did anybody else read that fine piece of literature? Is anyone spending a mispent youth? Can you spend mispent things? Isn't it frustrating reading endless questions?

But, of course, I am here but to answer your endless questions. May be I should rename myself 'Gutter ? Snipe'?

The Mega-CD sits beneath your Mega Drive, but, as to '32-bit' adaptors, I don't think there's anything going down there. Music CDs can be played on your normal Mega-CD, but it tends to chew up and spit out anything that shouts 'Techno Techno' at you. **GS**

Basildon Bond reports

Dear Gut

You still require something to debate about? How about the future? I always remember my Tech days, the 4.30 dash to the computer studies room to program crude Apple computers and to load the latest home grown edition of *Pac-Man*. I remember thinking just how basic computers were (pun intended), I dreamed of computers that worked in real-time, computers that could do something. Today, Apple computers adorn every desktop.

So what about consoles, will they become part of our everyday lives, or perhaps fade away? I think SEGA FORCE MEGA could run a section on 'The Possible'. I mean what has happened to the dream machine — a machine that induced lucid dreams. Forget playing Sonic, be Sonic in your dreams! Or bubble memory, virtual reality, even the new activator — I think the activator could do wonders for the martial arts and even replace Step Reebok! You never know, stranger things have happened. What do you think?

From Clive Bilby, Basildon, Essex

Dear Clive

Sorry, old chap, I had to cut your ramblings and find an interesting bit. Unfortunately, I failed, so I printed this instead.

As a rule, I try not to think. It all stems from an earlier job as a window cleaner's mate (actually, it wasn't his mate at all, I couldn't stand the ugly old git). When he went off for his thirtieth fag of the morning, I took my own initiative and decided to clean the windows of a nearby shop. They were damn filthy, I can tell you — it took ages to scrape off the 'Bill Stickers will be prosecuted' stickers.

When the boss returned, he did an impression of an ape hitting boiling point, flailing his arms around and shouting obscenities. He pointed out that I had just cleaned up his late Aunty Lou's old shop, who had only recently passed away. How was I to know? There were hardly signs up saying 'Don't clean me, the owner's away' now, were there?

When I started to explain that I thought that it needed a quick scrub, he stared me in the eye and told me that I wasn't paid to think, just clean windows. I considered pointing out to him that I had just cleaned some windows, but the look on his ape-like face made me re-consider. Window cleaners can be real tyrants you know and now I'm mentally scarred for life (you got that bit right — Mark).

As for 'The Possible', I've come to learn that in life anything is possible. Convincing a group of Devonshire hillbillies of that, though, is another thing. **GS**

THINGS THAT MAKE YOU GO 'HMMMM...'

False demands

Dear Sir

I have just received my SEGA FORCE MEGA magazine and I have just seen the picture of a postcard of the cow, pig and chicken.

I sent in this postcard of Light Water Valley several weeks ago and this is what you have published.

You can send the mystery prize to my address.

David Holocroft, Bordon, Hants

Dear David

Oh, I can, can I? It's not actually a question of whether I can or not, it's more whether I should since I don't recall offering any prize, mystery or not, to the likes of you. Tut. Those who demand mystery prizes should go without, that's what I say.

But, since I am known for my kindness and love of the saddo part of the human race (it's needed to work around here), I have, indeed, decided that you shall have a prize. Here's your postcard all over again so that you can take this magazine to your chums at school and say 'Look chummies, I sent this postcard in and here's the proof'. I hope that you're grateful. And don't 'Dear Sir' me again. **GS**



Wise Words

Never stir your tea with a pen that you've just been using.

Don't make mountains out of mole-hills — it's too much like hard work!

Cliff writes...

Dear Gutter Snipe

I recently went to Thailand for my summer holiday (oh Cliff, you God — GS) and, while shopping in Bangkok, I came across a 15-in-1 Game Gear cartridge which contained *Super Mario Land* and *Street Fighter II*.

Please can you tell me how these Nintendo games came to appear on a Game Gear cartridge? Does this mean that *Street Fighter II* will eventually be released here on the Game Gear? Keep up the good work!

Daniel Bacall, Hertfordshire

Dear Daniel

It does appear that you have stumbled across something which we in the trade term as 'bloody illegal'. A good slap around the chops is in store for those responsible.

It's a darn good job that you didn't purchase it. I can imagine the scene outside your house now — 50 armed policemen and a fat boy with a loudhailer informing you that you are surrounded. Court cases would ensue, you would be thrown into jail for years and years only to be released after three or four days because they run out of space inside. Get a life — get a Mega Drive and experience the real thing. **GS**

Did you know...

Dear Guttersnipe
I have heard that *Sonic 3* will be out in January or February 1994 and not out for this Christmas. I have heard this *Sonic 3* will be the best game of all, with a 24 meg cart. Is this true or what?

Also I would like to know is *Street Fighter II* the Special Turbo Edition? Is it coming out late October and will there be a free gift with the game, as I heard it will, be bundled with the new 6-button joypad? Is this true?

I would like to know which of these games are coming out before Christmas: *Sonic Spinball, Aladdin, Jurassic Park and Sonic Chaos for Game Gear.*

While we're on the Mega Drive, last month in issue No. 3 Vol 2 October 1993 you stated that the new Mega Drive 2 and Mega-CD 2 won't be out until October/November but by the time you read this I will have already bought a new Mega Drive 2 in September. You wonder how I got the new Mega Drive 2?

Well, in the middle of August, the Argos and Index shops started to sell the new Mega Drive 2; these came with *Sonic 2* and the Mega Drive Megafire joypad which was made by Sega.

Anyway on the 28th August 1993, I found that Virgin Mega Store in my region was also selling the Mega Drive and Mega-CD 2 bundled with Sonic 2. These stores ranged the prices of these from £125 to £129.99. Could you tell me how these stores got them early on before the release date?
Yours faithfully
Glen Maguire, Portadown, N Ireland
P.S. These early MegaDrive 2 are not imported as I found out so these really are the new UK Mega Drive 2 and Mega CD 2.

Dear Glen
Consider yourself out of my good books (I have plenty of good books, actually, my current favourite read being '1001 Ways To Annoy Designers'. I'm up to the bit which describes how designers detest ultra-long paragraphs and bits inside brackets. It explains that if these nocturnal people consider a line too long, they get an uncontrollable urge to cut it down to...).

Where was I? Oh yes, good books. Nothing personal, but wading through loads of release date questions isn't my favourite pastime.

For the record, neither do I like listening to Radio Devon, relaying the spelling of FIFA to news bods, calculating the square root of 10,976,543, or discussing deadlines with irrational, subhuman Editors (That means you, Mark).

There isn't a great deal of information about the release date of Sonic 3 *just yet — as soon as we know more you can be sure that you'll know.* Streetfighter II *probably won't be packaged with the six button joypad — this will be available separately — but you never know what may happen between the time of writing and its release on October 17th.* Jurassic Park *should be out by now, while the others are pencilled in for releases in the near future.*

As for your dilemma with the release of the MD2 and CD2, it seems Sega decided to release the machines on an unsuspecting public slightly earlier than anticipated. No reason for complaint surely? **GS**

Gear up

Dear Gutter Snipe
How come Sega have made an upgrade for the Mega Drive (Nintendo did this too) and yet they have not done anything with the MS or GG?
Robert Walker, Hastings, East Sussex



Dear Robert
How is it up there in Hastings? Wasn't that where poor old Harold got an arrow through the eye? Are French people banned from your town, or do you just usher them in and out with little digs about Napoleon? Am I in the right town?

Basically, it's all a matter of demand — the Mega Drive (and CD) are Sega's current favorites, outselling allcomers in the 16-bit market and, as such, they have to keep up with the Jones (you didn't know that the president of Nintendo was a Mr Jones did you?) by putting chips in their cartridges to make the machine even more powerful. With the Game Gear and Master System, the audience is slightly younger, therefore the games are cheaper — you start sodding about with the insides and it all gets very expensive, so people won't buy your bits. Something like that anyway. **GS**

Mortal misunderstanding

Dear Guttersnipe
Why do so many people seem to have a problem with violence in games? To me they are making mountains out of molehills. This is especially true of a game such as *Mortal Kombat*, which harms nobody.

When I have played a game such as this I don't immediately think, 'I know lets go out and smash a few windows, or maybe mug a few grannies'. No of course I don't. Instead I simply enjoy the game for what it is. An enjoyable piece of hokum, that, while admitedly requiring you to bash hell out of your opponent, is nothing more than a piece of arcade entertainment.

What do you think Gut? This is something that has been preying on my mind for some time.
Russell Courts, Brightlingsea, Essex

If that's all that you can think of to keep you up at night Russ (may I call you Russ by the way? Thanks), then you're either very lucky or very sad. I haven't quite made my mind up yet as to which it is!

Anyway, I digress. Violence. Hmm, it's a

THINGS THAT MAKE YOU GO 'HMMMM...'

Inside Story

Letter of the month

Dear Guttersnipe
Sometime in October in a hush hush location in Oxford, I will be a contestant on the third series of GamesMaster and Steve Shields (the Managing Editor) has asked me to tell you how I managed to get on.

A couple of months ago I was in the sitting room eating a bowl of crunchy nut cornflakes while reading the 'Digitiser' pages on Teletext, when up came a page with 'Would you like to be on GamesMaster?' written on it. 'Yes!' I said, so I grabbed a pen and some paper and I wrote down all my best game scores and sent them off to Digitiser.

While watching Games World a few days later, I received a phone call from someone called Richard Wilcox. He told me I had been one of the 200 people selected for an audition. 'Yesss!' I thought; he then asked me if I could come down to London next Saturday. 'S**T, NO!' I thought, that could cause a few problems as I live in Wales, so he said I could attend an audition the following Saturday which was OK with me. So the Friday before the audition I travelled down to London along with my favourite MD game *Speedball 2*.

The people down at GamesMaster obviously didn't want any uninvited gamers coming to the auditions as they were held in Lisson Grove, a small youth club that looked abandoned. Inside the youth club there were about 40 people and in each of three corners there was a table with an Amiga, SNES and a Megadrive on top.

When I went into the room I had to fill in a form saying what consoles I had, what my favourite games are, my fav TV programmes, etc, then came a 45-minute wait for my audition.

In my audition I first had to play my game (*Speedball 2*), I was a bit nervous so I did not do too well on that, and then I had to play a game I had never played before, but I also had to play it on a SNES without being told what the controls were! I think I did quite well on that (*Addams Family 2*), I sussed the controls quite quickly, then I played the game and found a few hidden bonuses and managed to open a secret door. While playing the game I had to answer a few questions like what type of games I liked, from the person watching my progress.

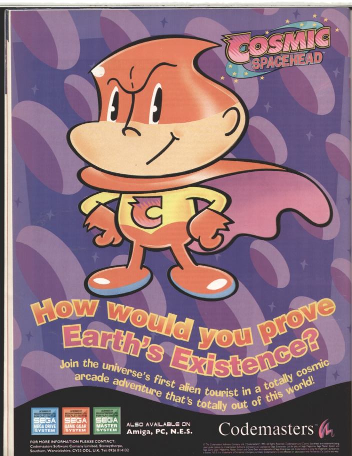
When I had answered the questions and finished playing the game it was the end of the audition so I left.

Out of the 200 people that went for an audition on one of the two Saturdays, a hundred would be selected to be a contestant on the Consoletation Zone.

Ten days after the audition I received a letter which said that I had qualified to be a contestant on GamesMaster.

I am very nervous but also very excited about going onto GamesMaster, but the only thing I am really nervous about is of course losing my challenge, as I will be losing in front of millions of people including myself as I will be watching as well, I haven't been told the date or location yet (I just know it's in October somewhere in Oxford) but I hope it's a school day!
See Ya!
Tim Anglish, Clwyd, N. Wales

Dear Tim
By the time that you read the hallowed pages of this fine tome, you should have been on the show so we hope that you did well and kicked the butt of a Nintendo-owning creep. Mark once appeared on GamesMaster, but he didn't do too well. I don't really think that he's got the face for TV (i.e. he's ugly) and he hasn't been asked back since that first series. I must say that these auditions sound very dodgy to me. Phonecalls during Games World...invitations to London...gatherings in dingy youth club. Whatever next? And did you get to meet Dexter? I must say that he's made a good old crack at presenting, in spite of being flanked by those iffy Mortal Kombat *lads and lasses.* **GS**



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You've bin framed, too!



Unfortunately, I've just had two of the minions laughing at Chris's piccy back along, so I have scoured the office and come up with this little beauty.

On the left is minion number one and chief designer, Ian Lawson. In his infinite wisdom, the idiot had decided to perform a bungee jump, followed almost immediately by a knee-shake and a dodgy stomach.

On the right is minion number two and new writing recruit, Hayden 'Stix' Jones. Lovely, eh? He too wanted to do a bungee jump, but it is his stomach that is slightly more dodgy than Ian's. Look at it — I would say that it's definitely twins kicking about in there. No, that's not a harness on his back with which to help him lug about his excess skin, but it certainly did the trick and he's been wearing it ever since.

Now, dear reader, I have a dilemma. Minion number three, our very own tips boy and happy soul, Marc Powell, will no doubt want his own photo in here. But he's not exactly an oil painting, is he? To prevent him from taking over my hallowed pages, grab hold of an embarrassing photo of one of your own family or friends and send it into **GUTTER SNIPE, YOU'VE BIN FRAMED, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire, SY8 1JW**. Please enclose a stamped addressed envelope (or SAE for those who know) and do point out if you don't want us to throw darts at it.

tough one to discuss if I'm honest about it. On the one hand I can see nothing wrong with a good beat-'em-up such as Mortal Kombat.

However, I can understand how it may upset the more sensitive soles amongst us; remember, the MD version depicts spines being torn out of bodies and hearts being ripped, still beating, from defeated fighters chests. Not everybodies idea of a harmless game, in fact the Ed's mum clipped him round the ear when she saw him playing it!

Basically, it boils down to a matter of discretion. If you're not happy with something then don't play it.

I was going to check with Mark on this one, but this guy has no morals. Did you know that he went to school with the other office cretin, Chris? Well, you do now.

Only the other day, they were talking about their youth, spinning yarns to anybody who would listen (not many). I did overhear a story regarding their smoking habits.

Being oh so rebelious and, well, rather smelly really, they were prone to nipping out to the loos for a fag. A lad, who shall remain nameless, wanted to be in their little gang, so he too joined in the smoking lark. Chris and Mark ran from the toilets, threatening to tell all and sundry about this terrible deed. The poor lad was reduced to tears, rather concerned that he would be expelled. Our two comics walked away in tears of laugter.

As I said, not an ounce of morals between them.

GS

WHAT'S IN

Meat Loaf: *Bat Out Of Hell 2*

Drumming.

Being fat.

Smell of Reeves & Mortimer.

***Warhead* sweets.**

WHAT'S OUT

Meat Loaf *Bat Out Of Hell*

Hobby's Catalogues

Being slim

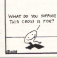
Personal hygiene

Well, after that little tale, I must make my way on to the next issue. Last time, I asked you where Mark from *Eastenders* went to school; the answer being *Grange Hill*, as Todd Carty starred in that before *Eastenders*.

Now, for this issue's pointless question: who owns Roly in *Eastenders*? Who cares? See ya'll later!

CUTEY-POO AND THE KAMIKAZE GUINEA PIG











Handy Hints

'You've got to help me! My life has been a misery ever since I commited a disturbing social blunder. While discussing the poetry of Yeats with my tutor I broke wind violently. Now I only have to look at her and I blush uncontrollably. Obviously, this has made any meeting between us distressing to the extreme. How can I bring myself to speak to her again?' 'What are we to do? No matter how many subtle hints we drop, a workmate refuses to hitch up his sagging trousers. As you can imagine, this is not a pretty sight first thing in the morning! How are we to cope with this vast expanse of workman's cleft?

Everybody's experienced some sort of terrible *faux pas* at some stage in their life. Now, people across the nation are turning to the pages of SEGA FORCE MEGA in order to sort out their most embarrassing of problems.

Luckily for them we strive to provide solutions for even the most awkward of situations, but we always need a hand. If you can help in any way, however small and meaningless, then drop me a line at **GUTTER SNIPE, HANDY HINTS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Anyway, ever onward. Here's this issues batch of life saving, eyebrow raising frogs faeces...

Mind over matter

If you have ever lost an expensive Parker pen simply sit down in a quiet room, focus your mind and slowly retrace your footsteps over the past month. Alternatively, you could always nip down to Woolies and 'borrow' one from their stationary section.

Clive 'Scarface' Dilkes, Wormwood Scrubs

Racing certs

Clean up at the bookies by always betting on the one rabbit that unaccountably runs in every dog race. I've spent the last six months studying the form and it hasn't lost yet. Surely that tells you something?

Reg Gelding, Newton Abott Twilight Home For The Permanently Bewildered

Cunning con

Avoid the embarrassment of being spotted tripping up in the street by incorporating the stumble into your walk for a few steps. This way those who observed your shame will think that it is in fact your natural walk.

Stan Stedling, Totleigh Barton

No Escape

In this day and age it is always important to take every precaution possible to prevent crazed women snatching your baby when you leave it asleep outside the pub. A simple solution is to staple the wee bairn to it's pushchair. It won't go anywhere then.

Mrs Miggins, Chudleigh

Street Fighter II Special Championship Edition

Capcom ● MD ● Out: Sept 28 (Japan) ● 24 Meg

Ever since its announcement in March, MegaDrivers around the world waited with steadily mounting hysteria for *SFII Champion Edition*. So you bet an anguished outcry was heard when it was postponed from its June launch. Adding insult to injury, Nintendo freaks got their Turbo version in July, and even the moribund PC Engine had a version in June. Well folks, the MD version has been cranked up to the Special Champion Edition and will most certainly be available in Japan and America by the time you read this. Was your wait worthwhile? Our review team reckon so!

There's no need to get into a detailed description of the fundamentals of the game, so we'll just focus on what's different about the MD version compared to previously launched Nintendo versions. The first thing youl notice is that the arcade version's opening cinema has been reproduced, something missing from the other versions.

SFIISCE comes with a variety of modes. The Champion Edition mode is what you would expect: a generally straightforward translation of the arcade CE with all 12 characters available.

The Excite Mode is in the same style, the big differences being in the colours of characters and the ability to change the speed setting eleven ways (from no stars to ten stars) without having to punch in a special code like on the Nintendo *SFII Turbo*. At the fastest ten-star speed, the Excite Mode makes characters 2.5 times faster than the standard *Champion Edition* Mode, making for serious blitzkrieg brawls.

The Excite Mode also adds several new moves, such as Chun Li's kikoken (similar to hadoken) and mid-air spinning bird kick, Blanka's vertical cannonball attack, Ryu and Ken's mid-air hurricane kick, Dhalsim's yoga teleport and Zanglef's high-speed clothesline.

Besides these new moves, the hit checks and invincibility 'windows' of moves have been altered for each of the characters. For instance, when performing a high speed clothesline, Zangief can avoid hadoken and similar shots, and his feet have no hit checks while making this move, so he can't be tripped by a low kick.

The features unique to the MD version are the two tournament modes. The Match Play Mode pits chosen characters in one-on-one match-ups.

For this mode, the two sides have to pick from one to six players each and define the match-ups (so obviously both sides have the same number of characters). Each match is one round only — no best two out of three. If you don't want to end in a tie, its best to use three or five characters a side.

The other mode is Elimination. In this mode, sides freely choose between one to six characters. Each match is also a one-round

At last! It's the game we've all been waiting for, the one that will finally wipe the smirk off the faces of the SNES owning fraternity!

Battle it out with the likes of Chun Li, Zangief and Ken in your very own home. Oh, what bliss!



fight with the winner advancing to meet the next opponent from the losing team. (If you're really good, you can go one against six in succession).

Packing plenty of muscle in the first ever 24-Meg cart for any game machine (except for the tres expensive Neo Geo), *SFIISCE* should make amends for all the anxious waiting of Mega Drivers and then some. Round 1 Fight!

Preview Evaluation (Jap Copy): 95%

Capcom debuts on MD in fine style. The gameplay is pretty well faultless, and compares extremely well against the *SFC SF2 Turbo*. In fact because of the longer time Capcom has for polishing this cart, the characters are better tuned and more balanced overall than the Nintendo Turbo. (On the Turbo, some characters, particularly Ryu, Ken and Sagat, are noticeable tougher than other characters while Dhalsim is seriously underpowered) Because of the better character tuning, *SFIISCE* is probably the closest translation of the arcade CE available to home gamers.

The power moves are smooth and relatively easy to dish out. The addition of cancel moves (while throwing a punch or whatever, by entering a power move code, the last part of the punch is cancelled and replaced by the power move) makes *SFIISCE* very close in feel to the arcade experience. Although it is possible to play with the original 3-button boomerang pad (toggle between punch and kick using the Start button) it's highly recommended that you spring for the new six-button pads. It certainly makes life easier.

The graphics although not as subtly coloured as the Nintendo versions, are crisply drawn with numerous patterns so the movements of characters are smooth and natural. Soundwise *SFIISCE* ranks right up there with *Sonic 2* as the best the Mega Drive has to offer. The word is buy!



Hmm ... the graphics look every bit as smart as expected! Better still is the gameplay itself — there's nothing more satisfying than whipping the ass of an office miniam (in a SFII type of way!)

Virtua Racing

Virtua Racing ● SMD ● Out: Unknown ● 16 Meg + DGP Chip



Forget 3D images — this is the bees knees!



Looking many times better and starting to play well too, Virtua Racing is the game to beat those Super fx mishaps!



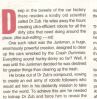
The polygon based F1 racing sim that's burning up the arcades is shaping up beautifully for your Mega Drive. The first batch of photos we showed you several issues ago looked abysmal, featuring single colour backgrounds and a car equipped with hexagonal blocks for tires. We're happy to report that although just 50% finished, *VR* is coming along great, playing extremely fast and realistically. As you can see, backgrounds are much more detailed and the car looks far more authentic. (Wiping out the machine is a lot of fun, it does cartwheels while shedding polygon pieces all over the place.) Although the game will have only three courses, Sega will provide several difficulty settings so it should be a hard nut to crack for even skilled drivers. On the cart we checked out, opponents had not yet been programmed in, however Sega promise there will be 15 other cars on the track with different performance specs and four colour schemes. The four adjustable views, from the cockpit, behind the machine, diagonally above and high above, are quickly and smoothly changed by toggling a single button. More excitingly, it was revealed that two-player simultaneous play will be possible. How this will be shown on screen was not revealed but one would assume the *Super Mario Kart* style of vertically split screen will be used.

As the first cart featuring Sega's DSP chip, *VR* looks to be a major showcase for Sega's vast programming potential. Watch for it!

Crash Dummies

Acclaim ● MD ● Out: TBA ● 8 Meg

Life's not easy down at the car factory these days. Just ask the guys in the frontline of car safety experiments. Not only do these poor guys have to drive cars head-on into brick walls, but now they're being asked to save the world as well. Some guys are born losers, I guess. Find out how incredible Acclaim's *Crash Dummies* are *really* likely to be...



Deep in the bowels of the car factory there resides a kindly old scientist called Dr Zub. He wiles away the hours creating ultra-efficient robots for all the dirty jobs that need doing around the place. *(like sub-editing — ed)*

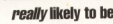
One such robot was the Junkman, a huge, enormously powerful creation, designed to clear up the cars wrecked by the *Crash Dummies*. Everything sound hunky-dorey so far? Well, it *was* until the Junkman decided he was destined for greater things than clearing up the trash.

He broke out of Dr Zub's compound, vowing to create an evil army of robotic followers who would aid him in his dastardly mission to take over the world. To achieve this aim he needed to kidnap Dr Zub and force him to reveal the secrets of Junkman's own super-powerful T9000 body shell.

Zub-a-dub-dub *(ahem)*

Once he had the blueprint, the fiend could then produce an unbeatable army of invincible warriors. You've probably guessed the next bit but I'll tell you anyway. Junkman ambushed Dr Zub, planning to force him into revealing all. The only man, well, *Crash Dummy*, who can save him is the heroic Slick.

It is here that Acclaim's imminent release, The *Crash Dummies* begins. You will have to guide Slick on his perilous quest to rescue the helpless Dr Zub. He must travel through a nightmarish land that has been ravaged by the Junkman and contend with the evil followers that the our evil adversary has already managed to recruit.



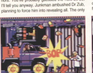
As Slick travels across each level he must leap over wrecked cars, avoid mutant parking meters and destroy enemy robots. If any of these perils hit our hero he will lose a bodily part. First to go are his legs, and then his arms. After they're gone it's pretty much all over — after all there's not a lot a *Crash Dummy* can achieve belly-flopping through a level! Told you life's a bitch for these guys.

To give Slick a fighting chance of succeeding in his rescue attempt he can collect spanners along the way that can be thrown at the opposing forces. He can also repair his damaged body by reaching the screwdrivers that can be found, usually on difficult to reach platforms. Any that seems to be beyond his grasp can be reached with a bit of ingenuity. Look out for the dummy icons as these often act as springboards to propel you to otherwise unobtainable heights. Even more bizarre, are those platforms that can be reached by finding the symbol that inflates Slick, thus turning him into a massive beachball that can float up to the higher levels!

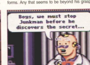
Crash Dummies looks to be an ingenious new game, with a host of humourous features. You can't help but feel sorry for the tragically comic Slick as he struggles legless along the floor using his arms to gain momentum.

One niggling doubt we have about the game is the bad taste factor. Blood and guts is all very well, but is it really fair to exploit paraplegics in an arcade platform romp? It just *might* be insulting to some of our more sensitive readers. ■

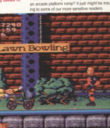
The power of advertising? The Crash Dummies are now a multi million pound business, complete with toys, books, tasteful Y-fronts too — and even a new video game! I wish that we could think up stupid money making ideas ...



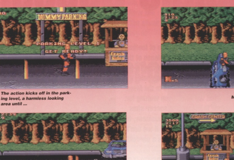
Crash!, bang!, wallop! — what a picture! (ahem)



Tony the tiger will be there in no time to protect the secret formula...



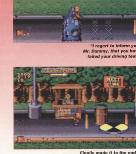
Level one: A crash course



The action kicks off in the parking level, a harmless looking area until ...

"I regert to inform you, Mr. Dummy, that you have failed your driving test."

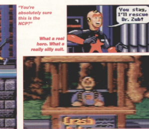
He had a good night last night, getting quite legless! (It takes ages for us to think these up)



Finally made it to the end of the level, albeit minus a few limbs.

"You're absolutely sure this is the NCP?"

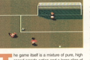
What a real hero. What a really silly suit.



Sensible Soccer

Sony ● MD ● Out: TBA ● 8 Meg

***Sensible Soccer* has gone down in the annals of football sim legend as arguably the greatest ever release of the genre. It has been a huge seller right across the 16-bit home computer board and now Sony Electronic Publishing have promoted this premier title to the Mega-Drive. 'Frankly Elton it's what we've all been waiting for. There's a real lack of flair in the English soccer sims market at the moment. This boy can do the business, to be fair he has to be allowed to settle in, but if we don't see some immediate results I'll be as sick as a parrot!'**



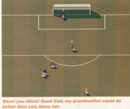
The game itself is a mixture of pure, high speed arcade-action and a large slice of strategy simulation. Once you have chosen which team you would like to be, you can select what you consider to be the best eleven players. It's then possible to choose team tactics, before the game and at any time during the match. This allows you to be flexible in your playing style, employing specific tactics at any time to counter-act those of the opposition. Well that's the idea anyway, but from the few games we've had here on the preview copy the action becomes so enthralling that you tend to forget about this tactical element.

Within the game there is the possibility to compete in a 64 player cup competition or in a highly competitive league format. During the game there is an after-touch ball control facility that allows you to put huge swerves on the ball.These pixel footballers are bloody talented, you don't see their sort of skill at Torquay on a Saturday afternoon! The computer will also help you to pass the ball to a well positioned player, you can then choose the length of your passes. Sliding tackles are the order of the day, although, if you get a bit too reckless, the ref is quick to brandish the yellow card. Another tackle like that and you're off for an early bath my son!

The game contains a high decibel crowd, whose cries have been sampled from the genuine thing — plenty of editing went on here, whatever happened to that great chant about the ref's solo pursuits? There are also three different skill levels to help you get started, and a wide variety of pitch and weather conditions to alter the nature and tempo of the game.

Until Electronic Arts release *FIFA International Soccer* this has to be the sim to be seen with. At the end of the day it's how you perform on the park that counts — *Sensible Soccer* looks like it can do the business ■





Shoot you idiots! Good God, my grandmother could do better than you, bless her.



(Above) Ok, who's the prat who chose Northern Ireland for the example of how the game offers squads, formations and team selection? Hardly representative, is it?



Sony Star Wars!

Two of the biggest box office releases this summer were *Cliffhanger*, starring Sylvester Stallone, and Arnold Schwarzenegger's *Last Action Hero*. Now the rivalry between these muscle-bound stars of the silver screen bursts onto the Mega Drive courtesy of Sony Electronic Publishing.



(Above) An ugly blighter if ever I saw one (which I have, especially around here!) A bit of an moron by the sounds of things too. Is he related to our own Editor?



Last Action Hero

Sony ● MD ● Out: TBA ● 8 Meg

Quick, run away! Get on your feet, boy, this ain't no game (well actually it is, but don't tell him that)

Last Action Hero will be in the shops any day now. Your task in the game is to ensure a happy ending by saving the real world from the evil movie villains. Confused? Then you probably haven't seen the movie. It is definitely necessary to suspend belief for this one. The plot is centred on the concept that real people can enter the world of movies, while fictional characters on the screen can come to life and enter the real world *(like a Newton Abbot sub-editor — ed)*

The game uses this idea over five power-packed levels. Anything can happen in the fictional world — you must avoid crashing cars, falling debris and massive explosions before you can even hope to take on the villains. The hard-hitting enemies that you come up against wield knives, chains and baseball bats. They never know when to lie down and die. The game is supposed to allow players to genuinely interact with the characters, and actually affect the conclusion of the story.

Sony see the game as an accurate representation of the fast-paced all-action movie. Let's hope the game is even half as good as the movie! ■

Cliffhanger

Sony ● MD ● Out: TBA ● 8 Meg

Be advised. Pack your mountain survival gear before you tackle the high-altitude adventures in Sony's Cliffhanger! The game follows the principal of the movie by dumping your lone hero high up in the perilous, snow-covered mountains. To help him survive you will need nerves of steel, plenty of guile and a strong head for heights! Without these attributes the evil Qualen will succeed in escaping with your kidnapped friends and a stash of stolen money.

During the game the player will have to battle through seven levels of action, including forests, caves and treacherous mountains. Life's not going to be a gentle stroll in the park however; expect to fend off crazed terrorist attacks, helicopter assaults, huge avalanches and even man-eating grizzly bears. The reason your stuck on a cliff-top is to use your climbing and fighting skills to rescue your friends being held hostage by the terrorists. To protect yourself you will be armed with an Uzi sub-machine gun, knives and a host of high-kicking karate moves.

As you struggle against man and the elements Sony have a host of nasty surprises in store for you. Look out for crumbling bridges, concealed crevices, rock slides and fraying ropes.

Be prepared to leap for your life, as Cliffhanger is due for release about now, but try to avoid any attacks of vertigo! ■

This certainly ain't no holiday. Turn your back for a second and you'll be in deep, deep trouble

Don't look behind you! Well, actually, maybe you should on mature reflection


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NFL Quarterback Club

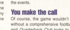
Acclaim Entertainment ● MD ● Out: Nov/Dec ● 16 Meg

At last, an American Football game that isn't even remotely connected to John Madden or Joe Montana! In Acclaim's *NFL Quarterback Club* the emphasis is on the two men who, in the eyes of the watching millions, are the real stars of the game. Drumroll please for the maestros of the football field; enter the quarterbacks!

Now that the 1993-94 American Football season is up and running, we've been inundated with the usual influx of football simulations. This one looks to be that little bit different: The emphasis is on the quarterback. He's the man that dictates the play, decides on the moves and ultimately carries the can for any team failure. So, it seems fitting that he should get a game in his honour.

Be the best

This cart lets you play a special quarterback challenge against your friends. Up to ten people can take part, choosing from a list of America's top quarterbacks. The idea is to pit your wits against opponents in a number of specially designed events. These include a testing accuracy event, in which you must hit moving targets with the ball; trajectory and distance have to be perfect to score the points in this one. There's also a speed and mobility contest, where you dodge around cut-out players, jump a small fence and then throw the ball accurately to a target. All in a days work for Joe Montana we suppose! Another of the events is a distance challenge, which involves tapping the joypad buttons to gain length. The faster you tap, the longer the throw. The idea of the challenge is to eventually crown a champion from the quarterback ranks. The winner is the one with the best aggregate score from all the events.



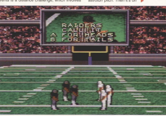
You make the call

Of course, the game wouldn't be complete without a comprehensive football simulation and *Quarterback Club* looks to have exactly that. Again the emphasis within the game is on the quarterback. Before the match kicks-off, you are shown a digitised image of the competing team's star throwers, with gauges displaying their respective strengths in every department of the quarterback's art. This image is also shown at half-time and the end of the match, with all of the stats for your man during the game, including yards thrown, number of completions and accuracy level.

What about the game? Well, it looks to be very much in the Madden mould, although the early signs are that it could really give the old legend a run for its money. You can select the weather conditions and decide on a grass or astroturf pitch. Then it's on ▶

(Right) It's a touchdown! Although, it doesn't look like it, this guy is actually a pretty mean dancer, so look out Gene Kelly.
(Below) It's the war of the Quarterbacks. Just make sure your guy is better than theirs.





(Left) Tonight's match sees the LA Raiders versus The NASA Shuttle pilots Professional Football Team.
(Right) As with all NFL games even the weather can be adjusted.
(Bottom right) This is not a tactical meeting, it is in fact a discussion on whether the other team have prettier outfits.



to the toss to see who kicks off and receives.

The controls are very easy to master. On both offense and defense you select your plays from three boxes at the top of the screen. This goes through three stages in each case. The first asks you to decide if the quarterback is going to choose a short, medium or long play. Then you select the type of play, run or pass on offence and the formation on defence. The final selection will ask you to choose a specific play for the style of offense or defence that you have chosen.

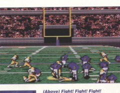
There are also a number of special plays that can be selected, which are designed with the intention of totally catching out your opponent. However, these plays are high risk options that could easily backfire on you if they are not executed perfectly.

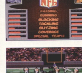
Hut...Hut...Hut...

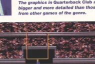
Within the game you always control the player with the ball or the one closest to it. If your player is running with the ball there are a number of options open to you to help you dodge oncoming opponents. Your player can perform hard-hitting fore arm hand-offs that smash into a tackler's face and push him to one side; he can also dodge and swerve around tacklers using clever feints activated by pressing the right button at the right time.

The object of any American footie game is obviously to score a touchdown. In *Quarterback Club* a successful drive will culminate in your player doing a great impression of Michael Jackson! The moonwalk has never looked this good before!

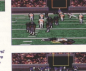
NFL Quarterback Club should be out in the next few months. If the completed game lives up to the preview version, then the simulation Super Bowl could have a new winner! Looks like John Madden'94 won't have it all it's own way after all.

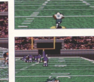






(Above) Fight! Fight! Fight!
(Left) Eight petrol tokens and this wonderful trophy could be yours.
(Right) The Quarterback is toast!
(Right below) This particular q-back has some way to go!
(Below) They're under starters orders! The graphics in Quarterback Club are bigger and more detailed than those from other games of the genre.

















(Left) Just think! One good kick and you could hit 'Fat Bloke' in row five.
(Right) Half-time, everyone back to the changing rooms for a quick Tizer.



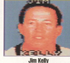
The NFL Quarter Pounders



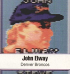
Bernie Kosar
Cleveland Browns



Boomer Esiason
New York Jets



Jim Kelly
Buffalo Bills



John Elway
Denver Broncos



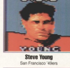
Mark Rypien
Washington Redskins



Phil Simms
New York Giants

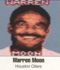


Randall Cunningham
Philadelphia Eagles

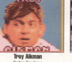


Steve Young
San Francisco '49ers

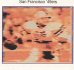




Warren Moon
Houston Oilers



Troy Aikman
Dallas Cowboys



How difficult can it be?

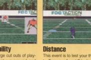
Accuracy

You must throw the ball so that it hits the targets which are either static or moving. This will really test your powers of targeting and accuracy which are highly important to all professional quarterbacks.



Speed & Mobility

There are three large cut outs of players which you must run around and duck under barriers. At the end of the course you must jump a hurdle and throw a ball at a target. This round is against the clock.



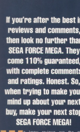
Distance

This event is to test your throwing ability. Tap your A and B buttons as fast as you can to push the marker further down the field; when you have got it to your limit press C to throw the ball. You are given three chances at this event.



Read & Recognition

This round is very much like the first, except the targets are moving. When they flash you must throw the ball and hit them. The various targets move at different speeds so your judgement will need to be very precise.



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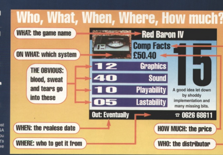
We know reviews are the most important element of SEGA FORCE MEGA. That's why you buy the magazine — and that's why we spend ages ensuring we get the most out of each game.

Our reviewing team spend a minimum of two hours playing every cart, getting to know the game inside out. We ensure each gets the best possible coverage and, more importantly, see that *you* glean all that there is to know.

Our reviews contain a totally unbiased introduction — an in-depth look at the scenario, the full lowdown on the levels and details of key elements such as moves, power-ups and special stages. Then our reviewers write a critical comment — *their* thoughts on visuals, sound, how well the game plays. Is it addictive? Does the game offer value for money?

What makes these comments unique is that our reviewers also include a personal over-all percentage. These are reflected in the final rating. If a game is worthy of four or more pages, we'll include three, maybe four reviewer comments. These, coupled with our no-nonsense ratings box (forget graphs, dials and pretty patterns), give a true reflection of how the SEGA FORCE MEGA team feel about each game.

Who, What, When, Where, How much?



Devon's Most Wanted



Dear oh dear! What a lovely bunch of pictures the team has offered this month. One proves that the Ed wasn't born, he was puked up by his baby. Our new recruit, Hayden 'Stix' Jones, is a frustated drummer (not as frustrated as the neighbours); Chris has a permanent hangover; and Marc is...well, Marc is just cuddly, lovable Marc.

Mark Smith

Stix Jones

Chris Marke

Marc Powell

Games index



review contents

D.C.C Golf

It was only a matter of time before the first Mega-CD golf title reared its eagerly-awaited head, and, thanks to Dynamic, it finally has. But it's not without its problems, and in many ways isn't what the majority of people would expect. Intrigued? Read on…

What could be better on a beautiful summer's day than a nice relaxing stroll through what appear to be a vast landscaped garden? Everything seems right with the world until you hear a cry of 'Fore!' in the distance, prior to receiving a sharp crack on the back of the head, courtesy of a wayward golf ball.

You guessed it — the Mega-CD's first golf game has arrived. Ahead of you lie the usual array of bunkers, birdies, greenery and water hazards as you grab your clubs and head for the first tee.

After an intro that consists of some rather dodgy digitised footage of various golfers whacking their dimpled balls about in determined fashion, it's into the game itself.

No holes barred

Your first big decision is whether to practise a few holes or get straight into the thick of things. However, practice makes perfect so we'd advise you take the time to get to grips with the style of the game. The practice facilities allow you to work on specific areas of your game such as tee-shots, approach play or even brushing up your putting skills.

For those of you who fancy yourself as a real contender, it's straight in with the big boys and onto the course for some highly-charged competition. There are the usual options choose from, including tournament play, in which up to six players can watch club-and-caddy war, match play against a friend, stroke play, or even a foursome (a-hem!) with three friends — and potential enemies, we suspect!

Once you've selected which clubs you wish to take and appointed one of the cute Japanese girls as custodian of your golf bag, it's off to the first tee to see what you can do.

When preparing to take a shot, use your control pad in conjunction with the [C] button. You can use the pad to scroll up and down through your of clubs, adjust your stance and select the direction in which you wish to hit the ball. Simply press the [C] button to confirm your decision and watch your ball sail gracefully through the air…

Alternatively, press [C] and watch it barely leave the ground, ending up in the rough 40-odd yards to the left. Never mind, they can't all be winners.

(Above) We guess the earlier bragging about a hole-in-one looks a bit silly now. (Below) As Mother always said, practise makes perfect

A veritable plethora of options are yours for the choosing.

MARC 63% **It was with great expectation that I sat down to play this first Mega-CD golf game. What could I expect? Fully digitised characters in the same style as the famous Philips CD-i? Apparently not. Instead, the capabilities of the Mega-CD have been wasted on an exceedingly lack-lustre game.**

***C.N.N Golf* has no redeeming features. The graphics are basic and very blocky, and also appear to be blurred. The controls are simple to use — perhaps a little too simple — and gameplay isn't exactly taxing or terribly reliant on skill, just judgement.**

It's really disappointing that this first CD golf game is such a dire effort, easily surpassed by *PGA Tour* on the humble, unexpanded Mega Drive.

Par for the course

Should you make a decent shot, your caddy tells you so — most encouraging. But hit a bad one and a severe ticking off ensues. It's just a shame she only speaks Japanese…

At the beginning of each hole, you're treated to the now-standard panning camera shot of the hole, as well as receiving advice from a chap who we can only assume is a Japanese golf expert.

The course consists of the regular fairways and roughs, as well as a few tricky bunkers which really slow you down if you're unlucky enough to land in one. And there are water hazards waiting to claim your ball; you



incur a penalty stroke should you take the plunge.

Don't worry too much about weather conditions as you make your way from tee to cup, as the wind rarely changes and even when it does, it has little effect on your shots.

A fairway to go yet

All the necessary elements are included, but in all honesty it fails to inspire. Certain areas, particularly putting, are unfeasibly complex and inaccurate. You're given a grid view of the greens, to indicate the run and tilt you need to allow for, yet it soon degenerates into a farce.

There's no finesse — subtle, skilful touches on the greens can't be executed. In time, as with any other game, you can become adept at *C.N.N Golf*s gameplay, yet this is no compensation for the lack of fine tuning the whole thing suffers from.

Golf fans are invariably a discerning bunch and demand a greater amount of realism in their games. Unfortunately, this title doesn't deliver in the way it should.

Just think, after you've hit the ball as hard as you can, you only have to walk miles up the fairway...

...just to pick it out of a hole and do the same thing all over again!

Sorry but it has to be said: with caddies like this, wouldn't it make more sense to stay in the clubhouse?

DIRK 66% I'm afraid I find it hard to conceal the disappointment I felt when I played *D.C.C Golf*. I suppose I'd set my expectations far too high, imagining that if Electronic Arts' *PGA* was so good on the Mega Drive, Dynamics' CD title simply *had* to be a far superior game.

However, the reality's very different, and I couldn't understand how it could be so inferior, failing to utilise the enormous capabilities of the Mega-CD.

All the vital ingredients are there and the essential options are in place, but the graphics let it down in a big way. And once you get into the cut and thrust of the game, you stumble upon aspects which just don't gel.

The fact that you can't hone your skills makes the challenge self-limiting. Although it's already been discussed in the main review, it has to be said again that the putting sequences are far from satisfactory and become tiresome as you watch any good approach work you may have done by running up an enormous tally on the greens.

This isn't the game that's going to fill the Mega-CD golf gap. I await the next clubbing title with interest.

D.C.C Golf
Dynamic
£TBA

64

52	Graphics
54	Sound
60	Playability
63	Lastability

Definitely not a hole in one. This leaves you trapped in a bunker, with no escape.

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Silpheed

It appears the human race is under attack yet again from a hostile alien force. Only one person can save them. Yes, you guessed it, it's up to you to rescue mankind from certain oblivion. Sigh...

Touted as a *StarWing* beater, *Silpheed* is Sega's long-awaited 3D CD shoot-'em-up. The storyline comes from almost every other shoot-'em-up ever created, so let's dispense with the flimsy scenario and get down to what we're all actually interested in: the game itself (Yes, let's —Ed).

Regardless of all the hype, is it any good? Up until now, the majority of CD games have suffered from one fatal flaw: following impressive animated intro sequences, complete with full cinematic camera angles and spectacular musical interludes, ther"s basically a dull game without much to show off the Mega-CD's capabilities.

Check out the intro sequence, man! Wild!

For once, we're happy to say that after all that opening glitz and razzmatazz, *Silpheed* manages to present a rather decent shoot-'em-up. The most impressive thing isn't the actual size of the polygonal ships, asteroids and cityscapes but the sheer speed with which they move around the screen.

A Silph of the tongue

From your early battles high above planet Earth, it's onward, ever onward, to a variety of battle arenas. These include skirmishes with the enemy in a very impressive and treacherous asteroid belt, where not only do you have to fight off the attentions of what seem to be endless waves of alien craft, but also need to take extreme care in avoiding the larger asteroids which speed past your ship.

In the majority of levels, it's difficult not to just sit and marvel at the backdrops instead of concentrating on the gameplay. However, survival in the asteroid belt means you're in for some real treats. If you found the asteroid belt impressive, just wait until your ship goes screaming through enemy fleets or between buildings, as you fly at almost frightening speeds through the streets of the many alien cities en route.

Switch to plan B

Silpheed puts you in a high-tech attack fighter as you battle through hordes of vicious alien ships. The opposition attack in waves and come at you from all directions in a wide variety of attack patterns.

There are some pretty dense drone ships that fly by in such a way that they just beg to be blown into the vacum of space. Then there are full-on suicide ships, whose navigation systems know only one flight path. Unfortunately for you, that's straight into your shiny top-of-the-range GTi attack craft!

▸ At certain points during your travels, you're

The intro sequences never fail to as amaze, even with Japanese text.

Check out the Weapon Select screen. Great graphics, better arsenal (2-1).

Now that's what we call an asteroid! Who said this was just 3D Galaxians?

confronted with small groups of spinning diamond-shaped craft, whose destruction gives you a variety of goodies, including bonus points, smart-bombs and, most important of all, repair boxes which restore one level of your precious shield.

Is that a laser cannon in your pocket or…?

While on the subject of your shield, it's important to note exactly how it works. You can sustain several hits and collisions until your shield dissipates, but once it's destroyed, one more hit causes engine failure, which consequently affects manoeuvrability.

A further hit causes a short in your weapons system, especially nasty as it means your last line of defence — the lasers — begin to misfire. Once you reach this point, one more hit and your mortal remains become one more piece of space debris.

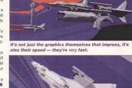
What would a shoot-'em-up be without a plethora of bonus weapons? (A SNES game? —Ed.) Well panic not, dear reader, because *Silpheed* has some real beauties — and we're not talking about your common or garden three-way shot, either. Oh no, when the *Silpheed* pilots get extra weapons, they get *big* ones.

Optional weapons along the way include a phalanx beam, which vents its fury in a blanket pattern, destroying anything that strays into its path.

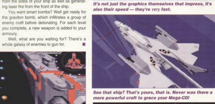
As if that wasn't vicious enough there's always the wide beam, which lays covering fire from the sides of your ship as well as generating laser fire from the front of the ship.

You want smart bombs? Well get ready for the graviton bomb, which infiltrates a group of enemy craft before detonating. For each level you complete, a new weapon is added to your armoury.

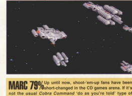
Well, what are you waiting for? There's a whole galaxy of enemies to gun for. ■



It's not just the graphics themselves that impress, it's also their speed — they're very fast.



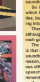
See that ship? That's yours, that is. Never was there a more powerful craft to grace your Mega-CD!

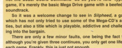




The ship size is slightly disappointing, but remember, size isn't everything.









Blast through that space debris! Keep an eye on the shield in the top-right.

In Silpheed, things rapidly progress from tough to near-impossible!

MARC 79% Up until now, shoot-'em-up fans have been short-changed in the CD games arena. If it's not the usual *Cobra Command* 'do as you're told' type of game, it's merely the basic Mega Drive game with a beefed-up soundtrack.

So it was a welcome change to see in *Silpheed,* a game which has not only tried to use some of the Mega-CD's abilities, but also a title which is playable, addictive and challenging into the bargain.

There are only a few minor faults, one being the fact that although you're given three continues, you only get one life for each game. Frankly, this is just not enough.

The other noticeable problem you should be made aware o, is that if you purchase an import version, don't expect the full soundtrack you need to use a CDX cartridge. For some bizarre reason, the music track has a mind of it's own, playing at various different speeds (occasionally even the right one!) and the speech repeats like a needle has stuck on a record (you remember those — big, black plastic things).

If you own a CDX and aren't too bothered about that (shame on you!), go for it now. But I have to say that if you can wait for an official version, you definitely won't be disappointed with visuals, sound or gameplay. *Silpheed*'s been hyped up to the nines but there really is substance behind the flashy intro.

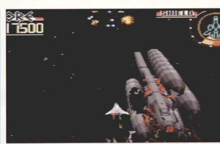
CHRIS 67% *Silpheed* is being hailed as the saviour of shoot-'em-ups for Mega-CD owners. Personally, I don't think it lives up to the hype which has surrounded since the first preview screenshots arrived.

It's true that it makes impressive use of the CD's sprite-scaling and 3D polygon capabilities, but unfortunately there's something missing from the gameplay. Maybe it's because it borrows too much from very early shoot-'em-ups, such as *Zaxxon* and *Galaxian*, where gameplay boils down to a repetitive 'move left and right to avoid obstacles while shooting foes approaching from the top of the screen'. Hardly what the sophisticated gamer of the Nineties expects.

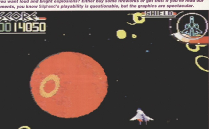
Or maybe it's because it seems to consist solely of graphically-impressive backgrounds which unfortunately are let down by mediocre alien attack ships and a lack of variety. It's very much like the bimbo equivalent of a game — very nice to look at but otherwise there's not much going on.

If you're very serious about shoot-'em-ups, you may find *Silpheed* enjoyable. But if you're looking to buy an impressive, not to mention playable shoot-em-up, you'll have to hang on to your hard-earned pennies just that little bit longer. Sorry to break it to you, but in the gameplay stakes it's nothing special.

Oh no — we're being attacked by Ringos (Get a grip —Mark). Aliens and firepower come in all shapes.



Do you want loud and bright explosions? Either buy some fireworks or get this! If you've read our comments, you know Silpheed's playability is questionable, but the graphics are spectacular.



Further into the game, you can increase your weapon status by shooting diamond-shaped craft and collecting the power-ups inside. Boy, are you going to need them!



High above planet Earth, while humans work and sleep, a heroic pilot battles for the safety of all humankind. Nice of him, don't you think?

Silpheed
Sega
£44.99

72	Graphics
78	Sound
79	Playability
71	Lastability

73

Not the *StarWing*-beater it promised to be but visually impressive and playable all the same.

Out: Now (Import) ☎ 0425 616705



Wimbl

Strawberries and cream, the gathering of thunder clouds and the groans of the crowd. Aah, Wimbledon — steeped in tradition, it's the oldest and most sought after of tennis trophies. Now Sega have teamed up with The All England Tennis and Croquet Club to bring you the official Wimbledon licence.

'Chalk dust, everybody could see that there was chalk dust!', John McEnroe uttered these immortal words on the hallowed turf of the Centre Court and added another anecdote to the legend that is Wimbledon. The opportunity now exists for you to rewrite the record books, storm into the final and add your name to the roll-call of past greats who have won Wimbledon.

All this, of course, from the relaxed comfort of your sitting room. No need to break into a sweat, unless your mother refuses to make your next cup of tea! (We would like to categorically state at this point that in no way does SEGA FORCE MEGA advocate the enslavement of those saintly women who brought us all into the world. Although the contract clearly states, Mother, that tea must be forthcoming on demand, along with dinner, breakfast in bed...)

It's going to be tough winning Wimbledon

Anyway, enough of that whimsy, *Wimbledon* allows you to choose either singles or doubles against a computer or human opponent. There is also the chance to thrash the ball around the court in a nifty four-player game using Sega's handy multi-tap. You can then decide whether to play in a one off exhibition game or take the player of your choice into the gruelling slog of a full Wimbledon tournament.

In exhibition mode you can select from three different court types, each, as in most tennis simulations, affects the way that the ball plays. A grass court, that has low bounce and high speed, a hard court, which is high of bounce but not as fast as the grass or a clay court, again with high bounce, although here the speed is very low, are the choices available. The tournament option refuses such sacrilege, giving you no choice but to play on the centre court grass.

Ace high

There is a huge selection of computer-generated players to choose from, each with his own special attributes. The players all have a variety of skills, such as serve power, forehand control and power as well as backhand control and power, and finally there is an agility level.

You can select a player that suits your game style. Hence if you love nothing better than smashing aces choose someone with a high serve power; however if you want a quick, mobile player with a powerful return of serve try out one with top-notch agility and ball control.

Once into the game the control mechanisms are very straightforward. Press any of the buttons twice when serving, once to release the ball and again to take the shot. Depending on which button you use the serve will either be very fast, heavily sliced, or slow with what seems to be a fair degree of backspin, though I'm no expert!

When returning the serve or during open play you can choose from a variety of shots. There is a hard smash, a high lob, an overhead smash or a slower sliced return to use to get the ball over the net on both the fore and backhand. The direction of these shots is

CHRIS 84% Where this game succeeds is in its ability to draw the player or players into the game, which is surely the key ingredient in any sports sim. The controls are easy to pick up, and there is the added bonus of being able to spank the ball at high velocity straight into your opponent's crown jewels, if you know what I mean!

Okay the graphics are certainly not breathtaking, while watching your player struggle around the court is somewhat akin to witnessing the waddling of a painfully constipated duck. However, *Wimbledon* definitely succeeds where most other Mega Drive Tennis sims fall down — it makes you want to play on until you win. No small feat when you consider how few and far between really good tennis games are.

Having said that there are times when the flight of the ball can be difficult to follow. This usually results in your player getting the ball where it hurts! Although this always raises a laugh from those watching the antics on court.

Why do we always giggle at other people's agonising misfortune, even when it's only in a video game? Compared to *Andre Agassi Tennis*, *Wimbledon* is a much better bet. A case of game, set and match methinks!

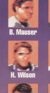
...ledon

The Players

A. Hart, A. Hines, B. Mauser, C. Selink

F. Gustaf, G. Camus, H. Wilson, K. Bishop

M. Hawk, S. Evans, T. Ekberg, V. Franko



Police would like to question K. Bishop as he bears more than a passing resemblence to our tips boy.

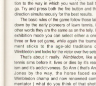
STIX 80% I would have to say from the start that I am not really the greatest fan of computer tennis games. However, that being said *Wimbledon* has gone some way to changing my mind in this respect.

I think the main part of this is due to the games high playability and the ease of control. The only problem I found with it is the movement of the players, instead of moving like lithe, professional athletes at the peak of their sport, they move more like big old Uncle Bill after he has spent a Saturday afternoon down at the Dog and Duck.

Apart from that I found the game highly enjoyable and a worthy contender against the many other tennis games already available for the Mega Drive.







decided by pressing the relevant joypad direction to the way in which you want the ball to go. Try and press both the fire button and the direction simultaneously for the best results.

The basic rules of the game follow those laid down by the early pioneers of lawn tennis, in other words they are the same as on the telly. In exhibition mode you can select either a one, three or five set game, while again the tournament sticks to the age-old traditions of Wimbledon and looks for the victor over five sets.

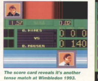
That's about it really. *Wimbledon*, like all tennis sims before it, lives or dies by it's realism and it's addictiveness. So Ann (that's Ann Jones by the way, the horse faced ex-Wimbledon champ and now renowned commentator) what do you think of that shot? 'Well Des (Des Lynam, godlike sports presenter) I think I'll hand this one over to those tennis sim whizz-kids at SEGA FORCE.' ■



We're happy to provide you with even more gratuitous tennis shots.



Even though Wimbledon is played on grass, you can always take part in an exhibition match on a clay court.



The score card reveals it's another tense match at Wimbledon 1993.

Wimbledon

Sega
£39.99

75	Graphics
68	Sound
84	Playability
83	Lastability

82

If you're looking for a decent tennis sim then you won't go far wrong with this.

Out: TBA

☎ 071 373 3000

Gauntlet

Welcome to the all new world of *Gauntlet*. The cult classic is now in it's fourth incarnation, but some things never change. You'll recognise all of your favourite characters as SEGA FORCE MEGA takes you on a journey into the fantasy zone!

The Warrior, the Wizard, the Elf and Valkyrie are all back, courtesy of Tengen, in the legendary Gauntlet. Once again our intrepid adventurers are battling the forces of evil in their search for magical spells, untold wealth and plenty of grub. This time however there is more than just the tried and trusted arcade mode to battle through. On top of this there are another three modes of combat, each designed to stretch your character to the very limits of their strength.

Each mode of play has been prepared to cater for the new 4-player adaptors, just to make the game even more like the original coin-op version. Players can enter the game at any stage of the developments, so a one player quest can suddenly be transformed into a four player free-for-all, with the immortal phrase 'Welcome Warrior' accompanying each new entrant.

War… what is it good for?

The traditional arcade mode of operation follows the guidelines of the original game — you must battle your way through each of the many levels, collecting treasure, magic and food as you desperately fight off the evil creatures in your search for the exit to the next level.

In the next mode you take part in a role-playing adventure. The mission: to fight your way through a quest imaginatively entitled *'The mystery protected by the old castle'*. Hmmm, bet it took you a long time coming up with that one lads! The idea behind the quest is to negotiate the mazy corridors of the castle's four towers, each of which has been bewitched to prevent intrusion.

If that's the case how did you get in you may ask? Good question, but it has no answer. Anyway, let's not get picky.

The basic idea is to go through each tower seeking out characters that can help you, such as the sword dealer who will provide you with a range of top-notch weaponry, towards the ultimate goal of discovering the huge cache of hidden treasure tucked away deep within the castle's walls.

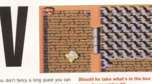






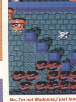
Valkyrie makes a quick departure after staeling the ghosts supply of Milky Bars.

IV



Should he take what's in the box or open door number 2?

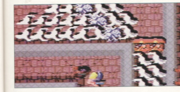
If you don't fancy a long quest you can choose to enter the battle mode. In this beat-'em-up contest, up to four players can battle it out against each other to prove who is the greatest fighter. You can choose to fight an even tussle which pegs all the different warriors attributes to the same level, or you can select to fight with each character retaining their own special attributes. In this case Warrior has the best sword fighting skills, but is weak on magic and speed; Valkyrie has a great defence, although she to lacks magical technique; Wizard is obviously the master of the occult, but falls down badly in hand-to-hand combat; while Elf is a tough all-rounder, with superb agility. Most people have their favourite character from *Gauntlet*, so the object of this mode is to use their skills to the best effect. ▶



No, I'm not Madonna,I just look like her.



The 1993 weird wizard convention.





Wizard is surrounded and all hope seems lost, that is until he discovers a sticky Opal Fruit in his pocket that may just save the day. If only he could figure out how to unwrap it .

Jump on the teleporter to beam to the exit.



Wizard discovers a dead end.

CHRIS 73% In the good old days, before I was chained to a typewriter deep in the bowels of *SFM Towers*, I frequented those gaming establishments, popularly known as arcades. Within these houses of ill-repute I stumbled across a great game. Upon this coin-op I could challenge other poor unfortunates who, having been lured into these shady establishment, were eager to part with the small piles of change they clasped in their sweaty palms.

The game was, of course, *Gauntlet* and its main pulling power was the four-player option. Tengen have now brought this to the Mega Drive and for me it is the games most important feature.

True, it's not the most sophisticated of games, with some obvious sprite flicker when there's too much happening on the screen. However, everybody loves to challenge their friends. *Gauntlet IV* allows you to do this like the arcade game, but it also includes an enjoyable battle mode, which, while being nothing strenuous, generates some fun competition. This will never compete with the top titles on offer, but I really enjoyed playing it and, at the end of the day, that's surely what it's all about.



Watch out for the Lobber's missiles.



The final option is for those who like to amass loads of stats on their achievements. The idea is to record your progress as an adventurer. At the end of each level their is a display of how you faired. Stats include shots fired, percentage that hit and number of times you were killed. You can record these figures under your name, along with the month and year in which they were amassed.

As you should have worked out by now, *Gauntlet IV* has a great deal more to offer than it's earlier incarnations. The four player option proved by far the most popular amongst our beleaguered adventurers here in the *SFM* editorial office. So, assuming you have three friends, strap on your back pack and take up the challenge — if you dare! ■

There are many mysteries and legends in this world.

When a mystery is solved, it becomes a legend which will be told over and over again by many people.

Doesn't it make you want to grab a Broadsword and get at them?



MARC 71% Like Chris I remember the day well, when I was not much more than a young whipper-snapper. I walked into the local arcade and was amazed to see this outstanding machine with four joysticks attached to it. The game of course was *Gauntlet*, from that moment on many hours were spent taking on the persona's of a wizard, elf and even a barbarian woman *(Hmm - ed)*.

Now many years later and after many attempts to revive this classic game, it has finally been achieved on the MD with the use of the four-play multitap.

Gauntlet IV on the MD manages to capture what's missing from other home incarnations of the game, namely that *Gauntlet* is no longer a simple one or two player game. It has, infact, been converted into a real social event.

What could be better than inviting three friends round to aid you in your quest against the many evil forces in this ancient world?

Okay, so the graphics may not be CD quality but this is more than made up for by the amazingly addictive gameplay, which will keep you coming back time and again. So if you remember back to the halcyon days when *Gauntlet* was the master of arcades nationwide, or if you're after a really outstanding multi-player game, then this is a title worth battling trolls, dragons and even mad old auntie Betty to get your hands on.



It's not even safe to pop out to the shops in these dark and dismal days!



Gauntlet IV

Tengen
£39.99

78	Graphics
75	Sound
81	Playability
74	Lastability

78

If you liked the arcade machine, you'll love this. Well worth a look.

Out: Now ☎ **0604 790785**





Gunstar

Once again, the tranquillity of the Earth has been shattered. This time an army of evil Cyborgs, who look strangely like a team of American footballers, have over-run the world's defences so that their leader can take complete control of every aspect of life. To ensure his domination, this dastardly desperado has also cast an evil spell that prevents any form of rebellion.

Luckily for the world, a benevolent professor, Dr. Blue, has discovered how to break the spell and rescue everyone. He has enlisted the help of two superheroes, able to resist the Cyborg's evil spell.

The Doctor informs our saviours that they must collect the gems hidden around the world; when brought together these will shatter the dictator's grip over the minds of the people.

So begins the quest of the *Gunstar Heroes*, over seven levels of intense action.

Within each level there are a mass of sub-levels, each progressively harder. You can choose to play a one or two-player simultaneous game, but be warned; either way it's tough going, and plenty of butt needs kicked along the way! *(a bit like producing SFM — ed)*

After choosing a mode of play, next step is to select how your character uses his weapon (no Finbarr Saunders jokes please).

This is entirely down to personal preference. You can either move as you fire, or utilise eight directional shots from a standing position.

Up the arsenal

Once this decision is made, you're next job is to select a weapon from the arsenal consisting of: Force Fire — which fires rapidly at a specific point; Lightning — an intense power that fires through the enemies to hit those coming in behind; Chaser Beam — homes in on an opponent and hunts him down wherever he goes; or the Flamethrower — most effective in close combat.

Select your style of shot and choice of weapon before your quest begins.

Heroes

MARC 94% Yes you have read that right. It's definitely 94% for this outstanding game. If you thought the platform arena had become a little jaded and repetitive of late, this is the game that is going to give the genre a much needed kick up the backside.

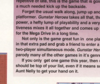
Forget the usual walk along, jump up and grab things type of platformer. *Gunstar Heroes* takes all that, throws in lots of fire-power, a hefty lump of playability and a very large slice of adictiveness mixes it all together and comes up with the best game for the Mega Drive in a long time.

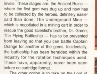
Not only is the game great fun in one player mode, but slam in that extra pad and grab a friend to enter a whole new game in two-player simultaneous mode. *Gunstar Heroes* manages to parody many of the other games in it's genre including *Strider*.

If you only get one game this year, then *Gunstar Heroes* should be top of your list, even if it means sucking up to Great Aunt Nelly to get your hand on it.

The Doctor will then ask you to select a starting point within the game from the first four levels. These stages are: the Ancient Ruins — where the first gem was dug up and now has to be collected by the heroes, definitely easier said than done; The Underground Mine — which is negotiated in a mining cart in order to rescue the good scientist's brother, Dr. Green; The Flying Battleship — has to be prevented from leaving so that you can battle Captain Orange for another of the gems. Incidentally, the battleship has been heralded within the industry for the rotation techniques used. These have, apparently, never been seen before on cartridge format.

The other option is to take on the Lord of the Strange Fortress — known as Black, who is safeguarding yet another gem. As you may have noticed the game does not put much stock in original or menacing names for the characters!







Fast-paced, furious, ferocious – phew! You ain't seen nothing yet.



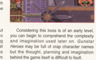


Dicey dealings

The other levels include a cunning — but deadly — board game that has our hero hurling a dice to decide his fate. Depending on what he throws he could come up against a variety of villains, earn bonus weapons and energy or alternatively lose all. The aim is to get around the traditional board without falling victim to the many dangers it holds. A sort of death by Ludo if you like!

As in most action/platform games there is a big boss at the end of each level. You must overcome each fiend to progress. These bosses get more inventive and complex further into the game.

Take the guardian of Dr. Green on level two for example. This marvel of modern technology changes form seven times before he is finally vanquished. His metamorphosis include Soldier Force — a huge robot, Tails Force — a mechanical serpent, Tiger Force, Eagle Force, Blaster Force — a self-loading pistol, Urchin Force, Crab Force and Sega Force *(sure? -ed)*



Considering this boss is of an early level, you can begin to comprehend the complexity and imagination used later on. *Gunstar Heroes* may be full of crap character names but the thought, planning and imagination behind the game itself is difficult to fault.

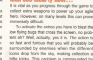


The guards on the battleship take no prisoners.

Icon see clearly now...

It is vital as you progress through the game to collect extra weapons to power up your agile hero. However, on many levels this can prove immensely difficult.

To activate the extras you have to blast the low flying bugs that cross the screen, no problem eh? Well, actually, yes it is. The action is so fast and furious that you will probably be surrounded by enemies when the different icons drop from the sky, making collection a trifle tricky. This problem is compounded by the pace at which your hero crosses the screen on many levels, for example when you are down in the ▶





When it comes to their machines, the big bosses don't mess about!



Take that ...



...and that! Our hero never says die!



Is this a nice relaxing board game?

▶ murky depths of the mine shafts there is no way of slowing your speed as you hurtle towards the inevitable confrontation with a big boss. Without tremendous agility and a quick trigger-finger most things will simply pass you by.

To ease your troubles slightly, the *Gunstar Heroes* are blessed with a number of death-defying abilities. They can leap enormous distances by double clicking on the jump button, have a great line in crunching karate kicks and are also able to hang from the most poorly appointed of ledges. All in a days work I suppose when you're saving the world!

Thankfully, there's a continue option, helping you struggle through the game. Used with care, this will allow you to restart at a point just before you face one of the mini-bosses on the sub-levels.

On some games this would make things a little too easy to complete, however, here infinite continues are vital. Without them you would probably be grubbing around on the early levels for a long, long time.

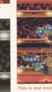
In order to aid your desperation to bash, slash and generally fumble your way into the game you can select a difficulty level. On hard, you'll fight all seven morphs on level two for instance, while easy will only pit you against three of them. In this game there is no shame in starting out on easy. Just ask the sub-editor. He spent so long playing the game on this level that he hasn't read a single bit of the text in this issue of *SFM*! ■

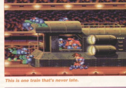
Down in the mines ...

Something sinister was afoot...

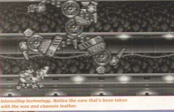
but it probably didn't help that our hero fell down here — berk!

Oh well, I'll just have to make the best of it. Maybe if I give this evil looking boss a thrashing things will start to look up.





This is one train that's never late.



Interesting technology. Notice the care that's been taken with the wax and chamois leather.

Gunstar Heroes looking, well, pretty dam heroic actually!

CHRIS 92% Impressed? You bet your bottom dollar! This is definitely my choice for game of the month. Fast, furious, fornicating action... Well fast and furious anyway!

Seriously though, everything about this game cries out winner! The graphics are superb, with smart backdrops and incredibly well-animated space characters, just check out the movement and firepower of any of the big bosses for confirmation of this. The animation of the heroes is also cool as they slide effortlessly across the screen, dangling from ledges or hurling enemies into oblivion. Add the bonus of sound effects that contribute nicely to the overall atmosphere of the game and you'll see what I mean.

The biggest bonus to *Gunstar Heroes* is it's tremendous variety. The gameplay never gets monotonous, with a massive variety of levels and sub-stages. I reall must mention the great boardgame that makes up level five. This is original and surprisingly addictive.

What more can I say? A great game, compliment indeed from a renowned anti-platformer such as myself, which will make a welcome addition to anyone's library of MD masterpieces.



Our hero sets out on his quest through the terrors of the first level.

One thing he didn't expect to come up against was a huge phallic symbol!

Well, here we are a little bit further into Level 1.

Scale this mountain if you hope to complete the level.

A boss made entirely of giant slabs of concrete. Now that's original.

It's just like surfing dude. Only your sliding at breakneck speed down a mountain!

Watch out for those deadly claws. Nobody told them it's rude to punch.

This boss uses his agricultural threshing machine to attack our hero.

...And now he's even throwing stink bombs as well. Come on, play the game!

'Where do I go from here? Any ideas you guys ... hey don't leave ... please!'

Get through the maze and reach the goal to progress to the next stage.

Take that you evil fiend! Weird machines abound in this superb platformer...

Gunstar Heroes

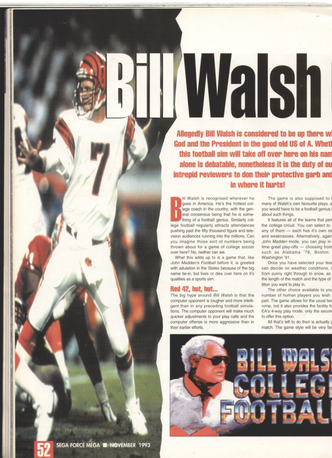
Treasure
£ call

92	Graphics
88	Sound
96	Playability
92	Lastability

94

A fantastic all-action platform extravaganza that'll leave you frothing at the mouth!

Out: Now (Import) ☎ 0425 616705



Bill Walsh C

Allegedly Bill Walsh is considered to be up there with God and the President in the good old US of A. Whether this football sim will take off over here on his name alone is debatable, nonetheless it is the duty of our intrepid reviewers to don their protective garb and go in where it hurts!

Bill Walsh is recognised wherever he goes in America. He's the hottest college coach in the country, with the general consensus being that he is something of a football genius. Similarly college football regularly attracts attendances pushing past the fifty thousand figure and television audiences running into the millions. Can you imagine those sort of numbers being thrown about for a game of college soccer over here? No, neither can we.

What this adds up to is a game that, like *John Madden's Football* before it, is greeted with adulation in the States because of the big name tie-in, but lives or dies over here on it's qualities as a sports sim.

Red 42, hut, hut...

The big hype around *Bill Walsh* is that the computer opponent is tougher and more intelligent than in any preceding football simulations. The computer opponent will make much quicker adjustments to your play calls and the computer offense is more aggressive than in their earlier efforts.

The game is also supposed to feature many of Walsh's own favourite plays, although you would have to be a football genius to know about such things.

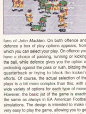
It features all of the teams that perform on the college circuit. You can select to play as any of them — each has it's own strengths and weaknesses. Alternatively, again in the *John Madden* mode, you can play in the all-time great play-offs — choosing from teams such as Alabama '78, Boston '84 or Washington '91.

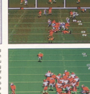
Once you have selected your teams you can decide on weather conditions, ranging from sunny right through to snow, as well as the length of the match and the type of competition you want to play in.

The other choice available to you is the number of human players you wish to take part. The game allows for the usual two player romp, but it also provides the facility for using EA's 4-way play mode, only the second game to offer this option.

All that's left to do then is actually play the match. The game style will be very familiar to

College Football

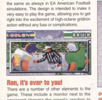






The large variety of plays available are enough to make even another certain famous EA coach's head spin, so it's a good job big old Bill is on hand to help you out.

fans of *John Madden*. On both offence and defence a box of play options appears, from which you can select your play. On offence you have a choice of passing, running or kicking the ball, while defence gives you the option of protecting against the pass or rush, blitzing the quarterback or trying to block the kicker's efforts. Of course, the actual selection of the plays is a bit more complex than this, with a wide variety of options for each type of move. However, the basic jist of the game is exactly the same as always in EA American Football simulations. The design is intended to make it very easy to play the game, allowing you to get right into the excitement of high-octane gridiron action without any fuss or complications.



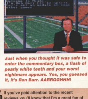
Ron, it's over to you!

There are a number of other elements to the game. These include a monitor next to the scorecard showing the crowd's reaction to your plays, a digitised image of the great man himself, giving the big Bill Walsh verdict on your plays and a number of voice samples throughout the action. Once again commentary is provided by Ron Barr, you'll all remember sweet old Ronnie from his presenter roles in just about every other American sports simulation from Electronic Arts. The bloke gets bloody everywhere!

This will have to go some to match the mighty *Madden* so is it a match winning touchdown or a fumbled flop? If it's the latter We're certainly not telling Bill Walsh, he looks like a mean tempered grizzly bear with a penchant for eating negative reviewers for breakfast! ■

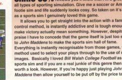


One of the guys in the line out has got the ball and he's about to snap it back to that other guy. Simple really.



Just when you thought it was safe to enter the commentary box, a flash of pearly white teeth and your worst nightmare appears. Yes, you guessed it, it's Ron Barr. AARRGGHHH!





CHRIS 80% If you've paid attention to the recent reviews you'll know that I'm a great fan of all types of sporting simulation. Give me a soccer or American footie sim and life suddenly looks cosy. So taken on it's merits as a sports sim I genuinely loved this game.

It allows you to get straight into the action with a familiar control method, is instantly addictive and is tough enough to make victory actually mean something. However, despite this praise I have to concede that the game itself is just too similar to *John Maddens* to make the sports sim hall of fame. Everything is instantly recognisable from those games, from the method used to select your plays through to the use of digitised images. Basically I loved *Bill Walsh College Football* as a sports sim and if you are a real junkie of this genre then it's well worth a look. However, if you're happy just playing *John Maddens* then allow yourself to be put off by the price tag!



STIX 67% *Bill Walsh* is an okay American Football Simulation, but I really wouldn't go any further than that. It only kept my attention when I was up against someone else in two player mode. When competing against the computer I rapidly lost my interest in the game, finding it much less addictive than say *Madden '93*.

There are some nice touches, such as the digitized images of Walsh, the fans and Ron Barr but, like many of EA's products at the moment, these cosmetics do not justify the price tag. If you want something a little different than *Maddens* then apparently college footie contains a number of slight rule changes to the professional NFL. Personally, while not denying that this is a very playable game, I wouldn't fork out for it if I had any of the *Maddens* series.

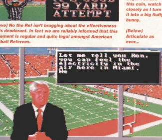


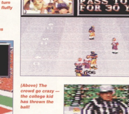
(Above) Right Guys! You see this coin, watch closely as I turn it into a big fluffy bunny.



(Above) No the Ref isn't bragging about the effectiveness of his deodorant. In fact we are reliably informed that this movement is regular and quite legal amongst American Football Referees.

(Below) Articulate as ever...





(Above) The crowd go crazy — the college kid has thrown the ball!

(Right) Hmm — the ref is definitely trying to tell us something. Just what that is is beyond us.







Bill Walsh College Football

EA
£44.99

69	Graphics
71	Sound
74	Playability
78	Lastability

73

A smart football simulation that will win a lot of friends amongst fans of the genre.

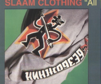
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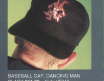


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Make My V

Ever dreamt of helping your favourite stars create their next block-buster video? Well now's your chance in Digital Picture's unusual new title, *INXS: Make My Video.*

This is a strange one to categorise. It's not really a video game, more an attractive construction kit. The idea is that, with the help of a gang of spaced out American kids, you create a video for one of INXS' songs. Then the gang give their verdict on the quality of your offering, most of the time they're not too complimentary

The game is set in a smoky pool hall. There are a number of kids in the place, all ready to pass judgement on your offerings. First up you meet a couple of young girls who are your guides in the game. They introduce you to the four different groups of people you can choose as your judges. These are Ted and Gomaz, a couple of sad, surfer dudes; Poindexter, who likes to think of himself as a bit of pool shark; The Fly, a cool, spaced-out weirdo and a pair of biker girls known as Flo and Tiger. You begin by deciding which of these people you want to take advice from about your video. Once you have decided this you then select one of three songs from the *Welcome To Wherever You Are* album. The choice is between *Baby Don't Cry, Heaven Sent* and *Not Enough time.*

Okay, the next stage is to actually produce a video. To do this you have to listen to the soundtrack you have chosen and place the images you desire to the music. At the bottom of the screen there are three boxes of images. One plays the original INXS video, while the other two merely show a progression of unconnected film, cartoon and video clips. You use the controller to flick between the images trying to create a montage of shots that bears some resemblance to the advice you have been given. To spice your production up there is a list of special effects options displayed in the top left corner of the screen. These can be added to your video whenever you desire, although if you use too many it tends to aggravate your pool hall audience. The effects include strobe lighting, mixing the film, dicing it or freezing the action, while the video can also be coloured red, blue or green.

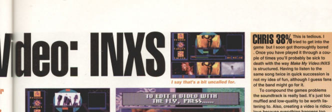
The art of noise

Once the song is up then that's about it. The next stage goes back to the pool hall where the gang gather round to watch a run through of your, usually pitiful, artistic efforts. The song is played right through again, but this time the



She may be a babe but she really cannot play pool to save her life.

Video: INXS



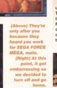
I say that's a bit uncalled for.



Ahh! Isn't that a little cutie in the centre screen, looks just like our Marc when he was younger? Just what did go wrong in later life?



(Above) They're only after you because they heard you work for SEGA FORCE MEGA, mate.

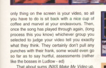




(Right) At this point, it got embarrassing so we decided to turn off and go home.

only thing on the screen is your video, so all you have to do is sit back with a nice cup of coffee and marvel at your endeavours. Then, once the song has played through again, (long process this you know) whichever group you selected to judge your video tell you exactly what they think. They certainly don't pull any punches with their frank, some would even go so far as to say hurtful, assessments (rather like the bosses in Ludlow - ed)

That about sums *INXS Make My Video* up. The only thing left to say is that every time you mess up you're invited to have another go. This goes on until you make a video the kids like, or can't stand the pain any longer. ■







Another pervy screen shot by our resident letch

CHRIS 38% This is tedious. I tried to get into the game but I soon got thoroughtly bored . Once you have played it through a couple of times you'll probably be sick to death with the way *Make My Video:INXS* is structured. Having to listen to the same song twice in quick succession is not my idea of fun, although I guess fans of the band might go for it.

To compound the games problems the soundtrack is really bad. It's just too muffled and low-quality to be worth listening to. Also, creating a video is ridiculous because everything happens too quickly for you to select relevant images. On top of this you have to actually please some pathetic characters in the game. It gets extremely irritating after a while, mainly because the characters in question are such a sad bunch of losers.

I'd recommend giving this a miss unless you're a fanatical INXS fan. There's a surreal sequence at the start of the game in which one of the girls in the FMV starts pulling things like rubber chickens, bed springs and dumbbells out of her top. Why? It's pointless and that about sums up this game.



MARK 35% Oh dear, what a terrible, terrible idea. The actual execution leaves much to be desired too.

Make My Video: INXS is, quite simply, a very tedious affair. Sitting through the video that you have put together through various clips becomes very boring very quickly, especially as you have to watch your effort before the idiots on screen give their impressions.

The music is okay, but the dialogue is a joke. Even the graphics are pretty sketchy. Well, sketchy more than pretty. All in all, a very sad effort at a new form of entertainment. Thanks, but no cigar.

Make My Video: INXS



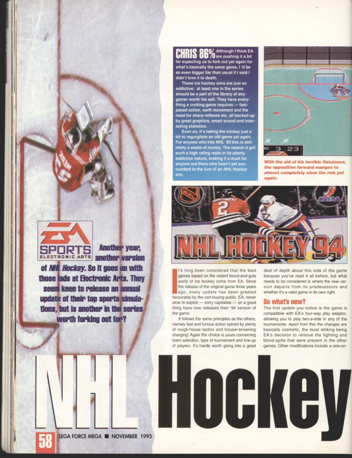
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42	Graphics
40	Sound
33	Playability
28	Lastability

37

Only for true fans of the Aussie rockers and even then, try before you buy.

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CHRIS 86% Although I think EA are pushing it a bit far expecting us to fork out yet again for what's basically the same game, I 'd be an even bigger liar than usual if I said I didn't love it to death.

These ice hockey sims are just so addictive; at least one in the series should be a part of the library of any gamer worth his salt. They have everything a corking game requires — fast-paced action, swift movement and the need for sharp reflexes etc, all backed up by great graphics, smart sound and interesting statistics.

Even so, it's taking the mickey just a bit to regurgitate an old game yet again. For anyone who has *NHL '93* this is definitely a waste of money. The reason it got such a high rating rests in its utterly addictive nature, making it a must for anyone out there who hasn't yet succumbed to the lure of an *NHL Hockey* sim.

With the aid of his terrible flatulence, the opposition forward manges to almost completely clear the rink yet again.

Another year, another version of *NHL Hockey*. So it goes on with those lads at Electronic Arts. They seem keen to release an annual update of their top sports simulations, but is another in the series worth forking out for?

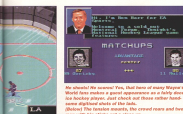
NHL Hockey

It's long been considered that the best games based on the violent blood-and-guts world of ice hockey come from EA. Since the release of the original game three years ago, every update has been greeted favourably by the cart-buying public. EA, never slow to exploit — sorry capitalise — on a good thing have now released their '94 version of the game.

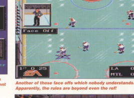
It follows the same principles as the others, namely fast and furious action spiced by plenty of rough-house tactics and trouser-browning charging! Again the choice is yours concerning team selection, type of tournament and line-up of players. It's hardly worth going into a great deal of depth about this side of the game because you've read it all before, but what needs to be considered is where the new version departs from its predecessors and whether it's a valid game in its own right.

So what's new?

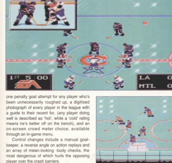
The first update you notice is the game is compatible with EA's four-way play adaptor, allowing you to play two-a-side in any of the tournaments. Apart from this the changes are basically cosmetic, the most striking being EA's decision to remove the fighting and blood-spills that were present in the other games. Other modifications include a one-on-



He shoots! He scores! Yes, that hero of many Wayne's World fans makes a guest appearance as a fairly decent ice hockey player. Just check out those rather hand-some digitised shots of the lads.
(Below) The tension mounts, the crowd roars and two men with big sticks get a close up.



Another of those face offs which nobody understands. Apparently, the rules are beyond even the ref!

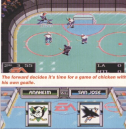


one penalty goal attempt for any player who's been unnecessarily roughed up, a digitised photograph of every player in the league with a guide to their recent for, (any player doing well is described as 'hot', while a 'cold' rating means he's better off on the bench), and an on-screen crowd meter choice, available through an in-game menu.

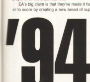
Control changes include a manual goal-keeper, a reverse angle on action replays and an array of mean-looking -body checks, the most dangerous of which hurls the opposing player over the crash barriers.

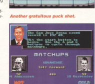
EA's big claim is that they've made it hard-er to score by creating a new breed of super-

The forward decides it's time for a game of chicken with his own goalie.



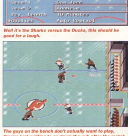
Well it's the Sharks versus the Ducks, this should be good for a laugh.



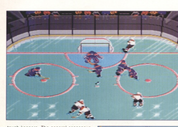


Another gratuitous puck shot.

I'm not suprised the guy on the right is cold, it's chilly out there on the ice.



The guys on the bench don't actually want to play, they're just waiting to go down the pub after the match.



MARC 82% As we've come to expect from EA, masters of the sports sim (not to mention masters of the marketing ploy), *NHL '94* is basically the same as previous games but with a new year tagged onto the title.

Lack of originality aside, EA have produced a very fast and high-class title. Smooth graphics and high-adrenalin gameplay save it from being just another hockey game. If you already own any of the other games in the series then it's best avoided. However, if you are one of the few yet to be bitten by the EA hockey bug then it's as good as any of the other games. Introduce yourself to the fast-paced world of pucks, sin bins and thinly veiled excuses for a right good ruck — you won't regret it.

I wonder if EA have they considered releasing more frequent updates? You never know, we could soon have *NHL Just - After-Mid-Morning*, quickly followed by *NHL Somewhere-Around-Tea-Time* , with *NHL Early Evening Championship Edition* hard on its heels! A great game, but perhaps they're pushing the series a little too far.

tough keepers. The general consensus among our office addicts is this is certainly the case, with high-scoring matches much less frequent on the '94 version of the game.

All these changes are basically superficial however, as there seems to be little difference in the actual gameplay. You control the players using the same control pad methods as before, using the buttons to slash, hook, charge and generally brutalise your opponent when on defence, while switching to a smooth passing and slapshoting offence when given the chance. That's what we all hope for anyway, though it's more likely you get a blood rush to the head and get caught up in a free-for-all, especially when playing against your friends!

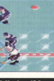
That is basically it. EA's *N.H.L Hockey* series is world famous on the Mega Drive scene. There's no doubting the commercial strength of a series like this, simply because it rides on the back of an original game that was one of the most addictive sports simulations ever on the Sega. Words such as 'slapshot, icing, puck' and 'Wayne Gretsky' have entered the vocabulary of any self-respecting Mega-Drive owner, and now Electronic Arts have brought them out yet again for another airing. ■

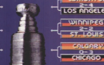


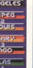
The thrills, spills and action come at you from all sides down here at the EA rink this evening. (Do you think I can get Ron Barr's job now?- Marc)

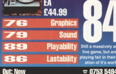




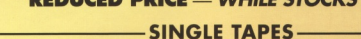








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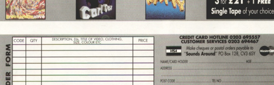
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Royal Ru

Acclaim proudly present all the stars of the WWF. *Royal Rumble*'s one mean mother of a game that asks no more than complete barbarity from the players. So pull on your slinky leotard and let the savagery commence!

The game allows you to take part in all of the different permutations of American wrestling. You can opt for a one-on-one bout or put together a tag and triple tag team. If this isn't enough butchery for you, go for the ultimate prize of being the last man left standing in the ring at the end of the epic Royal Rumble.

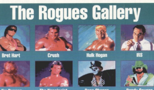
In the normal wrestling contests you have the choice of fighting a brawl or a one-fall contest. The brawl is the most merciless of the two, asking you to keep fighting until one man can stand no longer. A one-fall bout allows you to put a struggling opponent out of his misery by pinning him to the mat for a count of three.

All of these options are designed for one or two players. In the tag contests you can also play as a team, using the strengths of your respective wrestlers to overcome the opposition's resistance. There is also a wide choice of difficulty levels, which means you can gradually work your way up through the levels taking your time learning the wrestlers special moves and tactics.

The rogues gallery

Before entering the fight you have to select your favourite wrestler. To help you do this the game provides a gallery of digitised mugshots of every wrestler in the WWF. These include characters such as Randy Savage, Papa Shango, Brett 'The Hitman' Hart, IRS, The Tax Man and The Narcissist. Each has his own theme song, usually something that relates to the nature of his character, eg The Undertaker has a spooky score sending shivers up your spine. Next to each picture there's a run-down of the players' characteristics and vital statistics. This helps you to decide what would be a

The Rogues Gallery



umble



good, fair match or, for those sadists out there, who should pulp who!

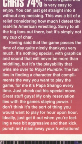
Once into the bout, the action is viewed from the crowd on one side of the ring. The wrestlers are allegedly controlled by the referee who is always present in the ring, although he seems pretty useless when the fights really start to hot up. Basically, the idea is to do it to them before they do it to you, and that's about it on the rules front.

It's a good idea to learn your wrestler's special moves and try to be fluent in the use of the normal moves before you expect to start winning anything major. The Royal Rumble takes some doing if you ever hope to come up as the victor. After that it's just a case of kick, punch, slam, butt and throw anything that moves, inside or outside the ring!

If you want to stay in one piece you'll have to be quick and agile. Otherwise it could be curtains or, even worse, you could be taken out with the Tombstone by the Undertaker! Aargh! ■

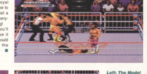


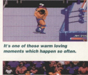
Above: It's a bird, It's a plane, No, It's an incoming IRS!
Below: With all these people running around the ring, it's hard to decide who to punch next.



CHRIS 74% This is a game that is very easy to enjoy. You can just get straight into it without any messing. This was a bit of a relief considering how much I detest the real-life American wrestling. Sorry to all the big fans out there, but it's simply not my cup of char.

Having said that the game passes the time of day quite nicely thankyou very much. It's nothing special, with graphics and sound that will never be more than middling, but it's the playability that wins me over to *Royal Rumble*. The fun lies in finding a character that compliments the way you want to play the game, for me it's Papa Shango every time. Just check out his special move. Great stuff guys! My only reservation lies with the games staying power. I don't think it's the sort of thing you would want to play for hour upon hour. Ideally, just get it out when you're feeling a wee bit aggressive and then kick, punch and slam away your frustrations!





It's one of those warm loving moments which happen so often.



MARC 78% Let's get ready to Rumble! (sorry about that, I couldn't resist it) Even if you own the first WWF game, don't ignore this one. Not only is it better, it's faster, more fun to play, more varied and a lot more violent.

Everything you could want from a wrestling game is here — comprehensive controls that are easy to master, great graphics and a whole ring-full of options including tag-team, triple tag-team, one-on-one and the excellent Royal Rumble, not to mention each character's signature moves. If you've never heard of the Royal Rumble before then you are in for a real treat in what's basically a free-for-all brawl with the last man standing declared the winner, the sort of thing you see in any pub around closing time really.

So if you fancy joining in the fun of being able to take on the persona of the Undertaker and pound your best friend's head into the mat with a tombstone, then leap into the squared circle and get hold of this highly enjoyable game.

Oh, and Chris, any time you and Papa Shango fancy a kicking from me and The Undertaker, you know where to find us.





Left: The Model shows Papa Shango the amazing bargain he got in the summer sales.
Right: IRS demonstrates the dangers of using flatulence as a propulsion system.





Royal Rumble

Acclaim
£44.99

63	Graphics
68	Sound
72	Playability
64	Lastability

76

All-action fun with the kings of the ring.

Out: November ☎ 071 344 5000



The Adda

The spookiest, kookiest family in the world have opened their creepy home to the Sega-owning public. Say 'hello' to the Addams Family in the latest piece of platform pandemonium from those pranksters at Acclaim!

Who would want to be in Gomez Addams' shoes? As father to a spooky brood of ghouls and ghosts he has to fulfil his parental duties when the rest of his family are kidnapped and held hostage within the huge Addams mansion. Gomez is really up against it though, because he also has to contend with his own Uncle Fester during the rescue mission. Fester's lost his memory and fallen under the spell of the fiendish Abigal Craven, who is desperate to possess the Addams family fortune. She is using Uncle Fester and her side-kicks, Tully and The Judge to hold ghoulish Granny and the kids (Pugsley and Wednesday) hostage. Gomez must rescue them and then go deep into the underground bowels of the mansion to seek out his beloved wife and confront the evil Judge in the game's ooky finalé. It's guaranteed to scare the after-life out of poor old Gomez!

Hauntingly huge!

The Addams Family is a sprawling platform game covering the gardens and the enormous number of rooms that make up the family mansion. The action begins outside the main entrance. Gomez can choose to explore the grounds or enter the mansion and face the haunting delights that lie within it's rooms. There are six different doors to choose from in the mansion's main hall, each door leading to a specific section of the house which, in turn, leads to a whole lot more rooms. These areas are the Games Room, the Portrait Gallery, the Kitchen, the Music Room (where you see the family members you've already rescued), the Old Tree and the Conservatory. Each door from the main hall eventually leads to one of the main baddies who is protecting something of value to Gomez. This is either a member of the family or an extra heart.

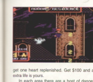
Gomez begins the game with just two hearts, which are displayed in the top-left corner of the screen. This is his energy gauge, which loses one heart level every time he takes a hit. The hearts can be replenished along the way, and there are also a number of chances to boost your overall energy level by collecting bonus hearts. Gomez can also collect valuable dollar bills on his travels. These are vital, especially when the game gets more tricky, because for every $25 collected you can

ams Family

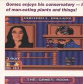




Gomez enjoys his conservatory — lots of man-eating plants and things!

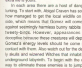






get one heart replenished. Get $100 and an extra life is yours.

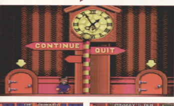
In each area there are a host of dangers lurking. To start with, Abigal Craven has somehow managed to get the local wildlife on her side, which means that Gomez will come up against seemingly harmless bunny rabbits and tweety-birds. However, appearances are deceptive because these creatures will deplete Gomez's energy levels should he come into contact with them. Also watch out for the deadly skulls and wizened Witches that inhabit the underground labyrinth. To begin with the only way to eliminate these enemies is to jump on their heads, though if any of the beasties have pointed or spiked heads it's advisable to simply avoid them.



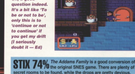


Hmm... the pantry isn't exactly bare and the contents don't look exactly edible. Anyone for a man-eating sandwich?





Oh, a good question indeed. It's a bit like 'To be or not to be', only this is to 'continue or not to continue' if you get my drift (I seriously doubt it — Ed)





STIX 74% *The Addams Family* is a good conversion of the original SNES game. There are plenty of secret rooms to be found, while the drops are pretty devious, many requiring swift reactions if Gomez is to survive.

Choosing which levels to tackle first is a nice touch, though with the infinite continues and a wealth of extra lives from the secret rooms *The Addams Family* is a mite on the easy side. It obviously borrows ideas from the Sonic and Mario games with Gomez leaping on his foes to defeat them and the like, but there are plenty of exciting areas that more than make up for any lack of originality.

The graphics aren't too bad though lacking in detail, but gameplay doesn't suffer too much because of it. The sound is cool — the snapping fingers are ever evident, while the in-game effects are pretty good too.

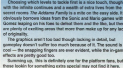
Summing up, this is definitely one for the platform fans, but those lookin for something extra special may not find it here.



What a pleasant face!



Aha — the bonus room!





MD review

On Guard

Gomez can collect extra items to aid him in his quest. These include a fencing sword, with which he can duel with his enemies, a pair of trainers that add vital speed to his movements, and a gun that fires what look like crystal balls at the opposition. All of these bonuses only last for a short period of time, so it's advisable to use them to their maximum effect immediately.

As befits a game about the world's weirdest family, *The Addams Family* has plenty of surprises up it's sleeve, including secret doors, invisible passageways and switches that need to be found and used tactically to progress into the game. These switches are patterned blocks that activate something within the mansion when you jump up and hit them. For example, they can make platforms appear that provide you with a way past a previously impenetrable obstacle.

Gomez has a limited number of lives to play with in each game, however you have an infinite number of continues. These allow you to restart the game in the main hall with all the extra hearts and family members you have rescued still present in the game. If you should wish to come back to the game at a later date there is also a password option, displayed every time you gain an extra heart or save someone.

The Addams family mansion is full of spooks and things that go bump in the night. That's ghostly things by the way! The question is, will you enter the house of the damned or has your blood run cold? ■

CHRIS 68% This isn't a bad game, but it's not brilliant either. What it boils down to is another decent platform puzzler, with some humorous characters but little in the way of real excitement. This is not a game I'll be coming back to again and again with a feverish glint in my eye.

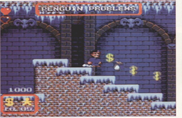
Although it lacks addictiveness, *The Addams Family* looks good with some cleverly designed rooms, a cute looking central character and an impressive array of well-animated big bosses to admire. There's also a passable rendition of the quirky theme tune from the old television show, which has you humming along in spite of yourself. However, if you're not one of those platform game junkies we keep hearing about, then the gameplay will rapidly become tiresome, especially the continue mode that returns you to the main hall starting point every time. (Oh, by the way, see if you can find the hidden door in the main hall. It will take you into a host of secret passageways full of heart bonuses, cash and extra lives!)

This is a game I would only recommend to Addams Family groupies and die-hard platformers. Otherwise, it's probably best to look elsewhere.





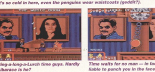
The Correct time room is a veritable treasure room.



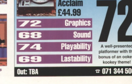
It's so cold in here, even the penguins wear waistcoats (geddit?).



Get a life Gomez — or four! The trail leads ever upwards, unlike the ill-fated Torquay United.



Sing-a-long-a-Lurch time guys. Hardly Libarace is he?



Time waits for no man — in fact, it's liable to punch you in the face!

The Addams Family

Acclaim
£44.99

72	Graphics
68	Sound
74	Playability
69	Lastability

72

A well-presented platformer with the bonus of an ookey, kookey theme!

Out: TBA ☎ 071 344 5000


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Wealth Of Ideas

INITIAL JUDGING

The entries are in, the judges are huddled in the corner and silence has descended on the SEGA FORCE MEGA offices. The Wealth of Ideas compo has been a massive success but there can only be three winners. Read on for facts, frolics and much fretting...

What a talented lot you are! At SEGA FORCE MEGA have always known our readers have more between their ears than most folk, but we've been bowled over by the quality of the entries we've received for our **Wealth of Ideas** competition. It seems you all know what makes a great game 'cos hundreds of stunning entries have arriving on our doorstep over the last few months.

For those who are wondering what the heck we're waffling on about, let's fill you in: Back in Issue 1 of SEGA FORCE MEGA (ah, happy days), we teamed up with software developers **Imagitec** to bring the most incredible competition ever seen in any console magazine.

Imagitec are looking for ideas for new Mega Drive games and they turned to the people who know the most about great console games: you, the reader! Let's face it, you all know which MD carts suck and which are the cream of the crop, so you should have some idea of what makes a game incredible to play and well worth buying.

Eyes down...

And boy, do you ever — it's taken months to read through the mountain of ideas! After many long nights, cups of coffee and eye problems, we dug out the best of the entries, which even now are winging their way to sunny Dewsbury for final judging.

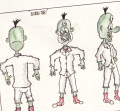
With a total prize of £10,000 up for grabs, you pulled out all the stops to make your game designs the most original, fun and worthy of such a prize. We've received mail from extremely talented, enthusiastic gamesplayers and we'll take a look at some of the better ones in this feature. As you can see, entrants have thought about nearly every aspect involved in producing a Mega Drive game.

Obviously, any game starts with a basic (or complicated!) idea that needs to be explained simply. Many hopefuls jotted their thoughts down in note form, while others went into lengthy explanations, detailing every point of their console masterpiece.

Every last detail

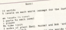
Picking up on film-making techniques, loads of you decided to storyboard various parts of your game. Storyboards are a sequence of pictures illustrating how a scene develops. These help the programmers immensely, so those who got out their pencils earn Brownie points!

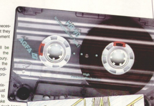
There are plenty of talented artists out there — we received incredible drawings depicting everything from characters to level backgrounds, from joypad controls to intro sequences and more. A few clever entrants even produced their cart's box, manual and








Rats!
Specifics: 10 worlds
5 levels on each world (except for the last world)
1 player
No time limit
3 modes of play: Easy, Normal and Rok 'ard!
Password system



label. Little touches like this aren't necessarily going to win you first prize but they show you've thought out every element of your idea.

The three winning games will be developed and programmed by the experts from Imagitec in Dewsbury. However, some of you designed the game sprites on paper; one clever individual used his home computer to produce graphics for his entry.

Console games are a unique mixture of elements and visuals are just one of the many parts needed to make a game something special. Take music, for instance. You folks just don't know when to stop! We received cassette tapes from a handful of people, contained various things such as music demos, sound effects and weird tunes which drove us potty after a while.

Chronic the Warthog?!

Once a game's programmed, it's encoded onto chips like those found inside every cartridge. With a finished box design, the game's virtually ready to be sold to game freaks the world over. Some thought about this and designed point-of-sale displays (cardboard stand-up things seen in shops), posters, magazine advertisements and even TV ads.

All of these elements are important but let's not forget the most important thing: originality. An awful lot of *Sonic*-type games and *Street Fighter* clones arrived at our doorstep. You might argue that there's no such thing as an original idea, but side-scrolling platform games featuring cute, fast animals are a dime a dozen.

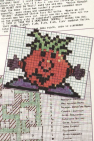
You're probably wondering who won the coveted first prize and why their game was better than the rest. Well, you'll have to wait a little longer. The head honchos at Imagitec are sifting through the best of the entries and will reach a decision within the next few days.

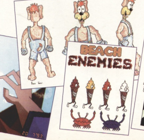
So if you've entered the Wealth of Ideas compo, you'll have to bite your nails in suspense until we reveal the three prize-winners in the very next issue of SEGA FORCE MEGA!















100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

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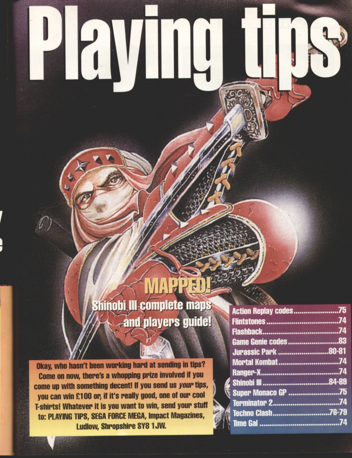
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Playing tips



MAPPED!

Shinobi III complete maps and players guide!

Okay, who hasn't been working hard at sending in tips? Come on now, there's a whopping prize involved if you come up with something decent! If you send us *your* tips, you can win £100 or, if it's really good, one of our cool T-shirts! Whatever it is you want to win, send your stuff to: PLAYING TIPS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Flashback

If you've lost your mind while trying to recover your memory in this outstanding arcade adventure — you won't forget to take a look at this outstanding collection of level codes will you?

NORMAL

Level 1:	FALCON
Level 2:	DATA
Level 3:	MILORD
Level 4:	QUICKEY
Level 5:	BIJOU
Level 6:	BUBBLE
Level 7:	CLIP

EASY

Level 1:	PIXEL
Level 2:	BETSY
Level 3:	PANCHO
Level 4:	STUDIO
Level 5:	TOHO
Level 6:	AKANE
Level 7:	INCBIN

HARD

Level 1:	CLIO
Level 2:	ARCTC
Level 3:	BLUB
Level 4:	STUN
Level 5:	MIMOLO
Level 6:	HECTOR
Level 7:	KALIMA
End Code:	CYGNUS

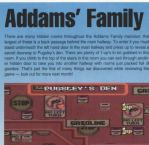


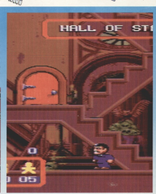
T2: The Arcade Game

If you're finding this game a little on the tricky side and think a level select would come in very handy, then fear no more for here it is... On the title screen press up, Down, Left, Right, Up, Down, Left, Right. If the trick has worked properly you will hear the word excellent. To skip levels pause the game by pressing Start, then press B and C to skip levels.

Addams' Family

There are many hidden rooms throughout the Addams Family mansion, the largest of these is a back passage behind the main hallway. To enter it you must stand underneath the left hand door in the main hallway and press up to reveal a secret doorway to Pugsley's den. There are plenty of 1-up's to be grabbed in this room. If you climb to the top of the stairs in this room you can exit through another hidden door to take you into another hallway with rooms just packed full of goodies. That's just the first of many things we discovered while reviewing the game — look out for more next month!





Mortal Kombat

If our phone lines are anything to go by, the current interest in Mortal Kombat would appear to be exclusively reserved for the Reptile character. Quite a few of you have seen the character, but, alas, up until now you've found it impossible to do anything with him. In an effort to cool our switchboard down, the SFM team have spared no effort to bring you the information you need to control the Reptile...

The first thing you must do is select a match with a character who does not use block moves. Play the game as normal until you reach the Pit level. During some of your matches here you will notice that a shadow sometimes crosses in front of the moon in the background; this shadow can be anything from a witch on a broomstick to Santa in his sleigh. When you see this it means that that slimy dude Reptile is just waiting to be found. To meet him you must now fight a double flawless match(that means you cannot get hit once) and finish the match with your death move. Remember, you cannot use the block button even once. If you are successful you will drop down into the pit to meet the dude in the rather attractive green outfit. Watch ou,t this guy can use the special moves of Sub Zero *and* Scorpion!



Super Monaco GP 2

Have you ever found it a bit monotonous to drive a car round the Formula 1 circuits? Well with this rather splendid little cheat you can now race the Hang-On bike with the other cars on the course, although, unfortunately, though there is no turbo on this bike.

To activate the cheat, select the Name Enter screen in World Championship mode and enter your name as HANG-ON! Now go to the race, retire and save your season. Reset your machine and select Practice Mode followed by Image Training and hold Down and A until you reach the Transmission Select screen. Release your buttons and enter the race as normal. As soon as you start you will find yourself on that rather smart Hang-On bike.

Action Replay

Cool Spot

FF0780039	Icrease cool % faster
FF078C0035	Unlimited lives
FF07700001	Invulnerability

Crue Ball

FF8439000X	X= number of starting level 0-9
FF843D0001	Infinite balls
FFB49100FF	"Top Gate" dropped
FFB50C0001	No "Wall" guards

Splatterhouse III

FFOOB40005	Unlimited lives
FF00F80003	Unlimited time

Golden Axe II

FF08820005	Always keep 5 bombs while the action replay is enabled
FF08800002	Infinite lives

Ecco the Dolphin

FFB7FF0000	Invulnerable to crushing walls on last level
FFB7C20000	Ignore water "up" currents

Mickey Mouse: World of Illusion

FFA0380008	Unlimited health for Player 1
FFA0B80008	Unlimited health for Player 2
FFFD530008	Infinite lives
FFFFDB000X	Change X for level select (1-5)

Time Gal

We've got some good news for fans of this rather strange CD game... For some reason the de-bug level select has been left in! To access it you simply have to pause the game by pressing Start. It's now possible to breeze through levels, simply by hitting C.

The Flintstones

To allow Fred to choose any level in his Bedrock home, hold A, B, C, and Left when the title screen appears. Keep these held while you press Start. You will now be able to toggle through the six levels of this prehistoric adventure as many times as you want.

Ranger-X

Here's a rather silly little tip which we suppose you could say adds a whole new dimension to the game. On the option screen press A, B, C, three times (one button each second). If you have done this correctly you will hear a noise which signifies the cheat has worked. You can now select easy difficulty level which allows you to play in a zone called Happy Land.



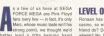
Techno Clash



Poor old Ronaan and his New Age travelling buddies are having a really tough time. Not only have they been blasted through time to a world full of their greatest fear — technology — but they've also lost their Pink Floyd albums.

As a few of us here at SEGA FORCE MEGA are Pink Floyd fans (very few — in fact, it's only Marc, whose music taste isn't his strong point), we thought we'd better lend a little helping hand to *Techno*'s hero, Ronaan.

To aid you in the quest to return to the hippy commune, we've come up with the odd map of the casino starting level. And after slaving many twilight hours, we also provide a complete overview map of that very large and complicated junkyard which this bunch of weirdos have decided to make their home, for some bizarre reason.

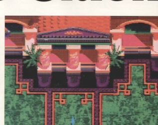




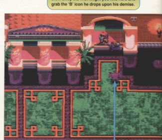
LEVEL ONE

Ronaan has landed in some type of casino, so what does our ponytailed friend do? Does he play the roulette wheels? No, he tries his damnedest to get out. Probably because of the rather nasty bunch of ninja 'bouncers' who are hot on our hero's tail.

This stage is quite simple; it gives you the chance to get used to the many weapons and enemies you meet. That said, it still packs quite a challenge and it's possible to be wiped out if you take one too many hits. As ever, caution is advised.



Blow away the first knight you find here and grab the 'B' icon he drops upon his demise.



It's another of those sneaky ninjas. This one's carrying a 'W' icon which he's just *dying* to hand over to you.



This guy really thinks he's a mean, gun-toting Terminator, yet really he's a bit of a softie.

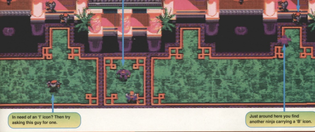
The only thing you should be wary of is his rocket launcher. Dodge his rockets and try to get underneath him. Change your weapon to lightning bolts then let the big wimp have it. A few shots later and he rewards you with a 'B' box and a shard of Abaris's life staff.

(Left) He may be your mentor, but this guy's part of your troubles. You must defeat the game's bosses so you can retrieve the shattered parts of his precious life staff.

The top knights gives you a 'H' icon, while his buddy below him rewards you with an 'L' icon for ending his miserable life.

This ninja's holding a 'B' icon. Very useful for Ronaan and Co — assuming you can get his sticky little hands off it, of course.

Shoot the guy in the alcove (OUCH!) to get an 'I' icon. Shoot his mate just below — he's just a worthless piece of scum, although he does have an 'I' icon about his personage.



In need of an 'I' icon? Then try asking this guy for one.

Just around here you find another ninja carrying a 'B' icon.



Getting past this row of Knights is quite simple. All you have to do is arm yourself with one of your bigger weapons and let them have it. It's worth it in the end as a bonus 'W' icon waits for that brave hero who beats these alien fiends.

LEVEL TWO

After legging it through the casino, it's back to your adopted home in this world. Is it a huge castle? Is it a rather pokey bedsit in Torbay? No, it's a junkyard (what are these guys on?).

The junkyard is quite large and, because it all looks very similar, it's easy to get lost. However, if you keep a tight grip on this map, you won't find yourself standing next to your umpteenth wrecked car, thinking 'Where the hell am I?'!

Once you've closed all of the gates, you have to clear the junkyard of enemies. To find out exactly how many remain, enter your base building to get a status report. If you have trouble finding the last few, use your Indar hawk to do a circuit of the yard to track them down.

For this level, you also have to select a bodyguard. It is a matter of personal choice but we've found Farrg is a good choic,e as he loves to get in there and give your enemies a good kicking. If your bodyguard isn't providing the protection you need, he can always be changed by returning to the portal and re-selecting.

Second Boss

You encounter this guy twice on this level: once in front of your base portal and again at the end, in the underground cave.

To defeat him, use the same technique both times. It's exactly the same method you used for the earlier boss. All you have to do is select your lightning bolt weapon and let him have it a few times to really light up his world.

See that orange widget on the floor? That's the key you need to close the gate in the middle of the south wall.



These large piles of junk are hollow and can be walked into. Enter the top pile to pick up a variety of icons such as 'TE', 'L' and a vital life-restoring health box. The thing to remember is DON'T re-enter the pile, as they sometimes become populated with a large number of enemies.

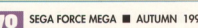
This is the most important of the big junk piles. Enter it to pick up a health box icon as well as an 'M' icon. You may think this pile isn't that special, until you notice there's another of those little orange widgets on the floor. This is the key you must use to shut the gate in the west wall, near the lower corner.

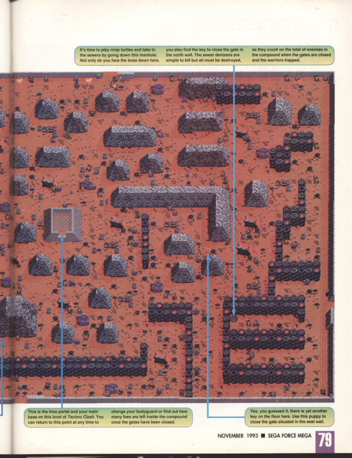




All of the other piles have been very helpful — this is were the good times end. Avoid this pile at all costs, it's a killer. The only time you should enter it is when you've closed all of the gates and are removing the rest of the enemies from your wonderful home. This pile seems to be the main meeting place for all of your enemies and walking in at the wrong time lands you in a world of hurt.







It's time to play ninja turtles and take to the sewers by going down this manhole. Not only do you face the boss down here, you also find the key to close the gate in the north wall. The sewer denizens are simple to kill but all must be destroyed, as they count on the total of enemies in the compound when the gates are closed and the warriors trapped.
This is the time portal and your main base on this level of *Techno Clash*. You can return to this point at any time to change your bodyguard or find out how many foes are left inside the compound once the gates have been closed.
Yes, you guessed it, there is yet another key on the floor here. Use this puppy to close the gate situated in the east wall.

Jurassic Park

players' guide

You've seen the movie, bought the T-shirt, scared Granny with the tea cosy; now read the tips to this year's most hyped game-of-the-film. Don't despair if you're stuck, there's something for everyone here. As someone famous said: "Welcome to *Jurassic Park*."

Dr.Grant: The River

As Dr. Grant you must use the inflatable boats to power your way to safety through the dinosaur-infested jungle river. Always remember to collect any fuel cans you see along the way to keep your boat moving swiftly through the water. The other thing to be careful of is the water itself — it's polluted, and any contact between it and Grant is deadly.



Even respected scientists have been caught joyriding.

Most waterfalls will drag your boat down them; falling too far can prove fatal so make good use of the accelerator on your craft to speed across the falls.

From your starting point jump into your boat and accelerate to the right, crossing the two huge waterfalls that try to drag you down. As soon as you cross the second waterfall watch out for the Pteranodon which swoops down from above.

Once you have dealt with this minor irritation, drop down the three small waterfalls to the right and turn to the left. You will now see a small raised platform on which a Dilophosaurus guards some vital fuel. This dinosaur can be handled in the same way as the others in *Jurassic Park*, by quickly stunning him with a tranquilliser dart.

Return to your boat and cast off to the left, heading down the small set of falls. At the bottom, jump up and grab the ledge above to face another Dilophosaurus who is guarding fuel, bombs and some tranquilliser darts.

Continue your aquatic journey until reaching the next set of falls. After falling down the first waterfall turn you boat right and accelerate to travel safely to a platform with a Velociraptor standing on it. Jump up and stun the 'Raptor to grab two fuel cans you will find there.

Fun in the stun

You will have to be ready to use the stun grenades to defeat the next prehistoric preditor, so head right in the boat. Just as the boat goes over the edge of the falls, jump right and grab the platform. Here you have your first encounter with the mother of all enemies, the T. Rex. Old Rex has a nasty habit of taking a big bite out of you, to get past him, quickly throw a stun grenade before he has a chance to turn and eat you. While he is still stunned run under him and jump into the shiny new boat, just waiting for you.

So, where's that smart-arsed bloke from the Holsten ads now?

Without a paddle

The next big problem is, surprise suprise, a set of waterfalls — this time surrounded by rushes which have a nasty habit of bursting your boat. Go easy on the accelerator, letting your boat drop down without lunging too far forward.

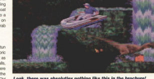
When safely at the bottom, travel left and drop down the next set of falls. Next, turn right and repeat the same technique.

After surviving the spikey perils of flora and fauna, go to your left but jump onto the ledge. Now grab the fuel being guarded by the Dilophosaurus. All this jumping is tiring, so take it easy by dropping down into the boat below and continue your trip to the left.

Well, I'm never going Hoseasons again

Large waterfalls are dangerous, and as always there are exceptions that prove the rule. To your left is the first, simply cut your throttle to drop down it safely. At the bottom you can collect a battery pack on the dry land on the left before leaping back into your boat.

Once you're back in the river, travel right down the first set of falls and jump out onto the platform there. Stun the



Look, there was absolutley nothing like this in the brochure!



Last dino park for 65 million years

Dilophosaurus, blocking your path to some very handy darts and fuel. Before you drop down into the boat, you must arm yourself with more stun grenades.

Drop down the falls and turn left before you prepare to launch your grenades to stun Rex again, while he is



Do you thinkitsaurus?

in cloud-cuckoo land speed underneath Rex and drop down the two waterfalls.

Turn right at the bottom and accelerate across the falls before dropping down the next set of three waterfalls.

It's time to leap out of your boat and run right across the hilly terrain, watching out for the Dilophosaurus as you make your way into yet another new boat.

When the boat comes in

Once aboard the craft, go down the falls and turn left. Allow your boat to descend the first set of falls you come to, continue your journey left, holding on tightly to drop off the large set of falls. This is important if you want to stand any chance of landing safely in the final lagoon.

Your visit to this level of *Jurassic Park* is almost over and it's time to face your final obstacle.

Travel steadily to your right, waiting for the Brachiosaurus' to submerge before you pass over them.

At the end jump up onto the ledge and use your grenades to stun the Triceratops and leap through the door to complete the level of this prehistoric platformer from Sega. ■



Use the many crates to reach higher platforms.

Velociraptor : The Power Plant

Being a bloodthirsty Velociraptor can be a little frustrating in places, especially as our 'Raptor friend cannot climb ladders and must rely on his jumping abilities to successfully negotiate this platform-laden environment.

Once inside the power plant walk to your right until you see some barrels, use these as stepping stones to do a super jump onto the platform high above on your left. Jump right to clear the gap and land on another platform, take a nice stroll all the way to the right and jump the gap, here you find



another lot of those handy barrels, use these to gain access to the ledge above.

Walk along this ledge and drop down to the right. You should now be on a platform with a man and a Dilophosaurus prowling along it

If you look up you will see a thin girder, jump up onto this and grab the health restoring chicken leg. After your claw-lickin'-good meal, leap across to the right and show the human there your slicing and dicing technique before jumping to the right until you arrive at some wire fencing.

When you are behind the fence drop down and crush the Dilophosaurus below. From here it's just a quick sprint to the right to chase that finger-licking-good Dr Grant onto the next level. ■

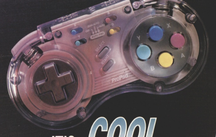
Above: Dilophosaurs can be easily dealt with by a flick of one well clawed foot.
Below: The only thing that stands between you and the end of the level is the rather irritating human to the right.

Above: Humans, although not edible are good fun to take in your jaws and shake to death.
Below right: These electricity generators pose absolutely no threat whatsoever and can be passed by without any fear.



THE QJ ProPad

IT'S SO HOT...



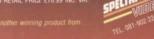
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Game Genie

Well, it's time for another round of codes for **Hornby**'s clever little gadget. This month we thought we'd welcome the many new Mega Drive and Game Genie owners by going deep into our code vaults. Here we discovered codes for some of the older and classic MD games which may have been collecting dust on your shelf. All this in addition to our usual array of tips, which this month include some excellent new codes for one of the hottest games of the moment, in the shape of the dino-bashing *Jurassic Park*. 'Clever girl…'



JURASSIC PARK

AVDA-AA24	Infinite energy
BVDA-AA5G	Infinite lives
CX1T-GA5C	Infinite gas on river stage

Only one code at a time may be used from this group.

NPDA-AAG2	Start with 99 blue darts
NPDA-AAG2	Start with 99 red darts
AKDA-AAG4	Instead of blue darts
NPDA-AAG2+AVDA-AAG4	Start with 99 gas grenades
NPDA-AAG2+A7DA-AAG4	Start with 99 flash grenades
NPDA-AAG2+A7DA-AAG4	Start with 99 concussion grenades
NPDA-AAG2+A3DA-AAG4	Start with 99 rockets

LEVEL CODES

To enter the level codes for Dr Grant, you must first enter the master code, followed by the code for each level. In contras,t the codes for the Raptor levels are single codes which don't use the master.

DR.GRANT CODES

AJMA-JA7G+9TMA KGFL	Master Code
AEMA-JAFN	Start on Stage 2 (Power Station)
AJMA-JAFN	Start on Stage 3 (Power Station)
ANMA-JAFN	Start on Stage 4 (Power Station)
ATMA-JAFN	Start on Stage 5 (River)
AYMA-JAFN	Start on Stage 6 (Pump Station)
A2MA-JAFN	Start on Stage 7 (Canyon)
A6MA-JAFN	Start on Stage 8 (Volcano)
BAMA-JAFN	Start on Stage 9 (Main Hall)
BEMA-JAFN	Start on Stage 10 (Main Hall)
BJMA-JAFN	Start on Stage 11 (Main Hall)
BNMA-JAFN	Start on Stage 12 (Main Hall)
BTMA-JAFN	Start on Stage 13 (Main Hall)

RAPTOR CODES

BEJA-JAB8	Start on Stage 2 (Power Station)
B7JA-JAB8	Start on Stage 3 (Pump Station)
CBJA-JAB8	Start on Stage 4 (Canyon)
CFJA-JAB8	Start on Stage 5 (Main Hall)
CKJA-JAB8	Start on Stage 6 (Main Hall)
CPJA-JAB8	Start on Stage 7 (Main Hall)
CVJA-JAB8	Start on Stage 8 (Main Hall)
CZJA-JAB8	Start on Stage 9 (Main Hall)

BUBSY

RERT-86V4	Infinite lives
ADTA-6AAC	Infinite time
KEXT-AAA4	Start with 66 lives
BL9V-CAAY	Each yarn ball worth ten
XF3B-CAHC	Each yarn crate holds 99

JUNGLE STRIKE

R13B-861A	Master Code — must be entered
D5DT-GA7A	Infinite lives
AXDA-GA3N	Infinite fuel
AKFT-JA9C	Infinite ammo
ACGA-GAEA	Choose any co-pilot
68TT-GGG2	Maximum fuel is 999

Helicopter Codes

B6MV-WRLL	Maximum guns for helicopter is 9999
66MV-WGDW	Maximum Hydras for helicopter is 999
66MV-WGE6	Maximum hellfires for helicopter is 999
B9EB-TRJ4	Maximum armour for helicopter is 9,999

Hovercraft Codes

B6NB-WRKC	Maximum guns for hovercraft is 9999
66NB-WGCL	Maximum rockets for hovercraft is 999
66NB-WAGG	Maximum mines for hovercraft is 999
B9FB-TRPN	Maximum armour for hovercraft is 9999

Motorcycle Codes

B6NB-WRMY	Maximum guns for motorcycle is 9999
66NB-WGE6	Maximum missiles for motorcycle is 999
89FV-TRL4	Maximum armour for motorcycle is 9,999

STEALTH CODE

B9GV-TRN6	Maximum armour for stealth is 9999

CLASSIC CODES

SONIC THE HEDGEHOG

SCRA-BCXO	Each ring is worth 25,000 rings
NN3T-AACL	Start with 99 lives
DDLT-AAGL	High jump
BDLT-AAGL	Mega-jump
AE0T-CABY	Keep running shoes until end of level

SONIC 2

JW3A-CA4J	Infinite lives (player one)
JXGA-CA7G	Infinite lives (player two)
CBVT-CAE2	Rocket jump
ATTT-CA4W	Sonic doesn't lose rings when lit
ATTT-CA5G	Tails doesn't lose rings when lit
AH2T-CAH6	Only need one ring to enter special stage
ACZT-CACA	Start with seven Chaos Emeralds (SuperSonic)
AGZT-CACJ	Use with above code to need only one ring to become SuperSonic
K4ZT-CA9N	SuperSonic doesn't lose rings
RE8A-A60W	Level select (press A+Start on title screen)

SUPER MONACO GP 2

RE5T-C6Z6	Your position is always reported as first place
BJAA-CAFG	Much faster low end acceleration and top speed
DAAA-CACL	Much faster high end acceleration and top speed

THE TERMINATOR

R03A-861A	Protection from most damage
AW9T-8A78	Infinite time bombs
EC2A-8AH2	Energy capsules worth more

TOKI: GOING APE SPIT

ATWT-CA88	Infinite lives
BC3T-AA4T	Infinite credits
AATT-CA44	Infinite time to complete round
A2VT-CA74	Never lose extra energy spitballs when you die
ACWA-ABFN	Shoes last 32 times longer
ACWA-ABF8	Invincibility lasts 32 longer
AL7A-CA58+AG7A-DE56	Takes one shot to kill palace guards

WORLD OF ILLUSION: Starring Mickey Mouse & Donald Duck

BM2A-AA9L	Infinite lives
AX2A-AA6Y+DM2A-AA8N	Infinite health
AJST-EAHY+HAPA-BEWA	Start on Stage 2
ANST-EAHY+HAPA-BJWA	Start on Stage 3
ATST-EAHY+HAPA-BNWA	Start on Stage 4
AYST-EAHY+HAPA-BTWA	Start on Stage 5

BART VS THE SPACE MUTANTS

AJRT-AA6R	Invincibility
A2RT-AA8R	Infinite lives
AAXT-BJ2E	Infinite rockets after you buy one
AAXA-BJ9G	Infinite bombs after you buy one
FJ0A-AA6N	Infinite paint after pick-up
AJBT-AAET	Start on Level 2
ANBT-AAET	Start on Level 3
ATBT-AAET	Start on Level 4
AYBT-AAET	Start on Level 5

DRAGON'S FURY

RE0A-A6WR	Infinite balls
NNCT-AAEN	Start with 9000 bonus points
AVPA-AA8L	Bonus ponts never reset
AVPA-AA8Y	Bonus multiplier never resets

Super Shinobi 3

players' guide

Good old Joe Musashi is back again for even more punishment. Not satisfied with his glowing review in last months SEGA FORCE MEGA, he now wants us to print a players guide to his excellent game. Now we normally wouldn't pay any attention to such rambling's from Japanese assassins. However he has kidnapped poor old Marc and is threatening to do unspeakable things to him with his sword unless we do. So for the sake of keeping our dear old staff writer's bodily parts intact, here it is.

STAGE 1

This is the usual stuff we've come to expect from Shinobi, with a walk through deadly forests and a battle in some decidedly damp caves. There are plenty of bonus items to be collected along the way; watch out for the time bombs in some of the crates as they can really put a damper on your day.

There are a variety of foes to defeat in the first level. These are the main two guys you will meet. The ninjas drop on you from all directions and can be destroyed with just one shot. The weird monk with a basket on his head is a different kettle of fish all together — it takes two shots to blow this guy away with your shurikens, however, you must make sure you duck down after the first shot has hit him, as he will use his blowpipe to fire a poison dart at you. If, however, you have powered up your weapon you can put an end to his dastardly deeds with one shot.

Another foe you will meet on the first level is a young lady who drops down from the trees. She only appears twice and if you're quick, you can kill her before she somersaults over you.

As with previous *Shinobi* games, you can break the boxes to be awarded with bonus items. Be careful though, as your oriental enemies will not give up valuables easily. On the first level it is best to avoid the 5th and 13th boxes as they contain time bombs which will do you some serious damage. To power up your weapons, smash open the 2nd and 8th boxes. If you find your energy getting low, the 9th and 11th bonus boxes are the ones you need to check out.

On your journey through the first level you'll meet three of these guys, all quite easy to defeat. Simply wait until their swords start to flash, then jump over the fire-blade they shoot across the floor. As soon as you land, let rip at their heads with your shurikens while their sword are still down. It takes about three hits to put these dudes away. After you have beaten three of the red sword shoguns, you will be locked in a room with a yellow one. This one's fire-blades rebound of the wall and come back at you from behind, to get past them jump up onto the small ledge on the left hand wall. As soon as the blade bounces back drop down, shoot him as you did with the previous guys. It will take more hits to put this fella away than the previous ones, but it's far from impossible.

Once you are inside the caverns, you'll have to use the ropes to cross the bottomless pits that are abundant in this part of the world. It's quite easy to use them — jump up at one and press up on your control pad to grab hold of it. Once you're hanging from it, press left or right to swing your way along. This is something that you should learn as soon as possible as it proves handy throughout the game. A lot of the cavern roofs can be grabbed in the same way; this is especially useful for sneaking over the top of enemies. Be careful though, it's easy to get over-confident and make stupid mistakes you'll regret later.

Twice during the first level you will come to these rather sturdy walls which are seemingly impassable. Guess what? They aren't! All that you have to do is jump against them and then press jump again to rebound off and reach the top (bit like being a human pinball really).

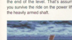
At this point you won't have time to stop and admire the beautiful waterfalls as you'll be too busy avoiding the rather painful floor covering. To pass safely through, just wait until the spikes fall and jump over the floor they appeared from, to avoid being caught unawares by them as they rise back up. At the end of this section you'll face another sword-wielding shogun. He can be defeated in the usual way in order to ensure the path will be open for you to face the inevitable end-of-level boss.

This guy is a rather nasty piece of work. He actually looks like he has been disturbed from his gardening. Don't underestimate him though as one slip can mean sliced Joe for lunch.

To defeat him wait at the far side of the screen as he approaches. As he gets close, he lowers his swords from above his head; when he does this let him have it with your shurikens. You'll only be able to hit him once before he steps back and slides at you with his spear. As he approaches, leap over him and repeat the procedure from the other side. You'll have to hit him about ten times before he finally bites the dust.

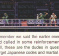
STAGE 2

This is where it starts to get tricky. The ninjas from the first level have got wise to your superior abilities and called in some reinforcements. These heavily armed guys will try everything to stop you from reaching the security robot at the end of the level. That's assuming you survive the ride on the power lift up the heavily armed shaft.



It's on to dear old Dobbin for the first part of the next level. This is quite easy if you watch the background to see when the ninjas are about to run on screen. As soon as they appear stay on the ground and blow them away with a shuriken. When a large exclamation mark appears, be prepared to jump as this is an early warning that a fence is approaching.

To defeat the golden ninja at the end of this section you should wait until he comes on screen then move to avoid his spears. Next, move to the left of the screen and wait until he jumps back over your head. As he lands, launch a torrent of shurikens to hit him in the back of his head. Repeat this a few times to leave him as a crumpled lump on the floor. *(Like the sub-editor — ed)*



Remember we said the earlier enemies had called in some reinforcements?, well, these are the dudes in question. Forget Japanese codes and martial arts, the only thing these boys are interested in is huge firepower, probably due to the fact that all the people you meet in this level are either armed with automatic weapons or some rather deadly flame boomerangs. Taking out the guys with the guns is a simple matter of a swift shuriken, but the boomerang throwers are a different matter all together. You have a choice of attacks against these guys, the first is to get in close and let him have it with your sword, the other , infinitely safer, method is to crouch down and wait until the guy drops his shield to throw his boomerang then let those shurikens do the talking for you.



As you continue your merry way through the factory it might be an idea to look up once in a while. The small hanging beams above are not there for decoration, a quick leap up will confirm that most of them are hiding some very handy bonus boxes.

When — or should that be if — you make it safely into the lift shaft, you will notice passageways heading off to the left and right. These are not entrances to nice sweetie filled rooms, they are, in fact, the unfortunately named sniper shafts which are the hiding places of some very cowardly and heavily armed hitmen. The safest and quickest way to take out these fiends is to jump up just before you get level with them and launch a shuriken along them, to put a real downer on the sniper's day.





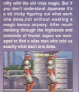
Travelling up on the lift, you will find various platforms blocking your way. These force you to take a slight detour from your vertical path. You have to jump up and grab the bars on the left and right and use them as platforms to leap over the offending items. At other points you will find that there are no bars for you to grab onto. To overcome this little problem you must use the "human pinball" technique used in earlier levels. You must make sure that the gunman at the top is not firing as your leap over the top otherwise all your work will be undone in an instant. *(rather like the sub-editors work on this guide — ed)*



This boss is a big security droid. To send him to the junkyard, dodge the bullets he launches, jump up and hit him with a shuriken. When the screen begins to warp you'll find the controls have reversed. It's important to remember this as you attempt to avoid the projectiles. Don't shoot when it is flashing and duck to avoid being hit when it swoops down as a big fireball. It will only take a few hits to turn it into a smoking heap of junk on the floor.

Ninja Know-how

As you already know, Joe is a bit nifty with the old ninja magic. But if you don't understand Japanese it's a bit tricky figuring out what each one does,not without wasting a magic bonus anyway. After much trekking through the highlands and lowlands of feudal Japan we managed to find a wise man who told us exactly what each one does.



Fushin

Activating the Fushin magic will cause Mr. Musashi to split into upto five ninjas, which of course, means one swing of your sword now becomes five more deadly swings. This is particularly useful when faced with multiple enemies.



Ikajuchi

Joe is able to call down the power of lightning when he accesses the magical powers of Ikajuchi. Lightning will surround his body and protect him from all enemy damage. Be warned though — this power only lasts for a short while and has a nasty habit of running out when you are in a really tricky spot.



Kariu

From the bowels of the earth Joe summons up the forces of fire with the magical spell of Kariu. This will cause four fire dragons to burst forth from the ground and envelope everything in the area in a fiery hell on earth. This spell is the best of the lot and is particularly useful against the end of stage bosses.

Mijin

In the ancient days of ninja magic, it was said that the ancients could turn themselves to stone at will. Joe has revived this ancient art with a modern twist, as well as turning to stone he is now able to explode sending pieces of stone flying in all directions. Mijin is not really a very effective weapon although it can be useful if you find the odds are just that little bit too much in the enemies favour.

STAGE 3

Now things begin to get really weird. Joe must battle his way through the enemy gene laboratories, so watch out for a whole variety of mutant fiends, all of them out to re-arrange your bodily particles.

between floors. One word of warning, always check overhead before you make your final jump up to the floor above — as it's quite nasty to land right in the middle of a whole bunch of brains (even ones that live in jam jars)



These mutant slime beasts are inhabitants of the laboratory's lower levels. They aren't really much of a problem, until you walk across the tops of their slime pits and, perhaps understandably, they take real offence, forming their bodies out of the slimy goo as a satirical comment on the issue. Keep moving across their pits — their favourite trick is to pop up right underneath you. Their only attack is to throw lumps of poisonous slime at you. To avoid this, crouch down, as it's a real bugger to get out of a nice white ninja shell-suit. To send them back to their pits, simply hit them twice with your shuriken.

At one point you will come to what seems an impassable pool of slime. Fear not dear ninja friend, if you look up you will notice a roof mounted conveyor belt. All you have to do is jump up and grab it, letting it carry you safely to the other side.

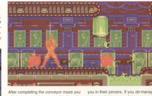


Another rather gruesome denizen of the labs are the mutant brains — kept in huge glass jars. Be careful though, they will smash out of their jars before you can say 'thick-cut marmalade' whenever you get near. They're more of a hindrance than anything else — easily sorted out with a quick swipe of your sword or a shuriken in their spongy regions.

When you reach the first set you will come to a dead end. This is where you must jump up and continue your journey to the right by swinging up and down

Once past this point you will arrive at a whole bunch of conveyors set at different levels. Simply make your way to the top of these belts and jump up onto the big one to carry you right to the exit.

Talking of conveyer belts, did you know that Heathrow Airport in London has got more than two miles of moving pavement between its terminals. Fascinating eh? *(not true though — ed)*

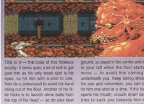


After completing the conveyor maze you will be greeted by a set of belts with more jam jars falling from the higher ones. When these hit the bottom they will smash and release their brain occupants. If you stay to the left of the screen and shoot the brains as they drop, you'll find once you've shot around ten of them, the flow will stop (don't ask us why). The pool of slime will then drain and allow you to drop down safely to the next section of this particularly jolly jar-filled level.



The slime pit is the passageway to the boss of this level. However, don't think this is going to be a walk in the park. Hiding in the floor of the pit are huge cockroaches who will attempt to trap you in their pincers. If you *do* manage to get caught by one of these roaches, don't worry — all you have to do is press down on your control pad and fire a shuriken to blow them away.

As if that wasn't bad enough you'll see the beast boss lurking in the background, you'll also notice a set of crosshairs moving around the screen — this is the bosses gun. If you stay in one place for too long a quick laser jolt will soon set you on the move again. To avoid this rather nasty shock keep moving at all times, if you are unlucky enough to get caught by a roach and the gun homes in on your position don't panic as it doesn't do too much damage, just don't get shot too many times.



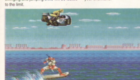
This is it — the boss of this hideous locality. It takes quite a bit of skill to get past him as his only weak spot is his eyes, so hit him with a shot in one, then do a somersault to avoid his hand rising out of the floor. Another of his little tricks is to launch slime balls from the top of his head — so do your best to avoid these. At certain points during the battle, he will sink down into the ground, so stand in the centre and leap to your left when the floor starts to move — to avoid him coming up underneath you. Keep taking shots at his eye and remember, you can only hit him one shot at a time. If the beast opens his mouth, crouch down as he tries to suck you towards him and watch out for the laser which follows his sharp intake of breath.



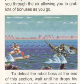
STAGE 4

Surf's up! Joe must brave the many watery foes in the first section of this stage if he wants to make his way to the enemy's dockside fortress where his swinging and jumping skills will be tested to the limit.

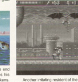
They look quite nasty but are very easy to kill. All that you have to do is duck down to avoid the flames, then jump up and shoot three times in the head with your shurikens.



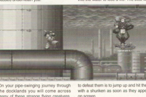
Get on that power board and prepare to shred the waves with the best of them. This level is a sort of aquatic Dobbin affair. This time, though, the ninjas are riding power bikes through the air, to take them out you'll have to flip your surfboard into the air and slash them with your sword. When the exclamation mark flashes this time, be prepared to jump as you hit the ramp. This will carry you through the air allowing you to grab lots of bonuses as you go.



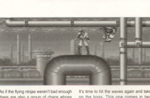
To defeat the robot boss at the end of this section, wait until he drops his shield then let rip with your shurikens. Watch out for mines he launches into the water. The only way to avoid these is to get airborne again until they have passed underneath you.



Another irritating resident of the docklands are the flying ninjas. They have a nasty habit of hitting you just as you're in mid-jump — making you plummet down into the water to lose a life. The best way

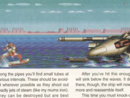


On your pipe-swinging journey through the docklands you will come across many of these strange flying creatures. to defeat them is to jump up and hit them with a shuriken as soon as they appear on screen.



As if the flying ninjas weren't bad enough there are also a group of chaps whose sole mission is crawling around on the pipes, attempting to slice and dice you with their head mounted blades. As you hang from the pipes these guys will attempt to knock you off. Never mind though, two quick shots to these guys and they're history.

It's time to hit the waves again and take on the boss. This one comes in two parts. When the large ship appears shoot at it with everything you've got. When it drops down to low level, jump up to avoid its laser fire then duck to avoid the higher shots. When the centre of the vessel starts flashing get ready to jump, as it will launch a final laser blast.



Along the pipes you'll find small tubes at various intervals. These should be avoided wherever possible as they shoot out deadly jets of steam (like my mums iron). They can be destroyed but are best avoided as they're not worth the bother.

Another useful item — to help you cross the water safely, are the various floating barrels. They will start to sink when you step on them. To avoid going too deep, simply keep jumping into the air and the barrel will rise again.

After you've hit this enough times it will sink below the waves. It doesn't end there, though, the ship will now rise once more and reassemble itself.

This time you must knock-out the the large gun at the front, then take out the large pod on the side of the craft. While you're doing this, watch out for the mines the ship will shower upon you from above.

After you've taken out the extra parts of the ship, only the the main fuselage



When faced with a row of barrels don't attempt to leap straight from one barrel to the next, as it is much easier to jump from the edge of the barrel and much safer. Having come this far, you wouldn't want to blow it all with a stupid stunt!

remains to be shot out, so let rip for all you're worth.

After sending this boss to a final watery grave it's on to the final level where more ninja challenge awaits.

Turn the page to find out what awaits.

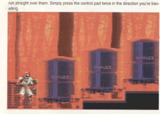
STAGE 5

This is it the final level and real killer it is too. You must fight your way into the final fortress; this time around the heavy artillery has really been brought out. It will take everything you have learnt in the previous levels if you want to survive to face the big boss at the end.



Throughout most of this level you will encounter these rather innocent looking growths on the floor. Be careful as they are not all they seem. They are in fact land mines which explode if you even think about stepping on them. There are two ways to get past them.

You can jump over them, although the quickest and safest way we've found is to run straight over them. Simply press the control pad twice in the direction you're traveling.



Another danger manifests itself in the large fuel storage tanks. These are rigged with explosives which are activated by touch.

To make your way up the tanks you must jump on them very quickly. To descend the using the tanks, use the same technique employed to cross the mines earlier in the level.



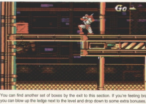
The Mortar Men are some of the nastiest heavy artillery you'll meet. Don't panic though — they're quite easy to destroy. Their mortar bombs are very irritating though, as they can catch you in mid-jump and knock you out of the sky.

The rest of the army is made up of the same boomerang and machine gun carriers that were such a pain in the earlier levels.



From now on, things get really tricky. The ledges you're standing on can't be dropped down from. The only way to make any progress in this section is to smash boxes to reveal bombs inside them.

These bombs will destroy ledges and allow you to drop down. Be very careful though, as destroying the wrong ones can mean the ledge you are standing on disappears from underneath you — resulting in an untimely acid bath for you.



You can find another set of boxes by the exit to this section. If you're feeling brave you can blow up the ledge next to the level and drop down to some extra bonuses.

As you fall, keep right pressed to land safely next to the bonuses below. To get back out of the pit, use your 'pinball' technique against the far wall.

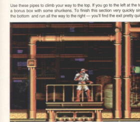
Walk to your right taking out anyone who gets in your way — but make sure you don't destroy the bonus box on your journey as it will take out the platform you're walking on. If, by any mistake you do destroy it, you'll have to run at top speed to avoid falling into the pit below.

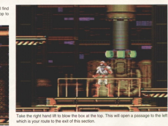
After reaching the first lift, ride up to the top and blow the box to the left. This will open the ledge below and you can then drop down with your pinball technique coming in handy to bounce your way to the top. You'll have to be quite quick, but it can be done!





Use these pipes to climb your way to the top. If you go to the left at the top you'll find a bonus box with some shurikens. To finish this section very quickly simply drop to the bottom and run all the way to the right — you'll find the exit pretty quickly.





Take the right hand lift to blow the box at the top. This will open a passage to the left which is your route to the exit of this section.



Halfway hell!

This guy is the halfway level boss. He may look familiar, but that's because he appears to be a land based relative of the mid-level boss from the surfing level. This guy has a nasty habit of flying back and forth across the screen, knocking you for six. To avoid this, jump up to let him fly underneath you. He will stop at the right hand side of screen and and drop his shield to reveal his weapon. This is the time to let him have it with your shurikens, it will take quite a few hits before he will turn a dark red and and explode.

The Final Boss

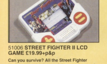
Well here he is, Robo-Dragon the final boss. As you would expect from any self-repecting end of level dude, he's a real mother. His head is weak though; you must keep jumping up and shooting at it with your shurikens. Watch out for the flame he launches from his mouth. Once his head has toppled your next target is his body; this time watch out for his stomach laser which fires four plasma balls at you. Keep attacking him and success will (eventually) be yours.





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Buyers' Guide

The buyer's guide now covers last issues games as well as those that have gone before, so, if you're thinking of purchasing an older title or an import game that has just gone official then you should head here first!

arcade games

Coin-op conversions and mixed-genre games make these games the most action-packed around. *Dragon's Fury* leads the pack with 93% — what could be more arcade-like than pinball? — its closest competitors floundering in the low 80s.

ALISIA DRAGOON
SEGA ● £19.99 ● Tel 071 373 3000 — 78%
A magical wench, unleashing thunderbolts and teaming up with little dragons to save a fantasy world. Plenty of good ideas and not enough enemies, but a bargain at this price.

AMERICAN GLADIATORS
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 — 47%
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BALLJACKS
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Imagine, if you will, a game about mechanical crabs, conveyor belts and steel balls. Done that? Good! Now imagine hugely shallow gameplay, no variation and ropey sound. *Balljacks* is a classic example of an original idea becoming a barely-playable mess.

BATMAN
SUNSOFT ● £39.99 ● Tel 010 1714 8914500 — 79%
Based on the much-hyped Tim Burton movie of a few summers ago, its graphics are as dark and grim as the real thing. Platform, beat-'em-up and racing elements keep you busy but it's a bit easy.

BATMAN RETURNS
SEGA ● £49.99 ● Tel 071 373 3000 — 67%
The Bat's back — as are the murky visuals. The Caped Crusader is slow and a devil to control, gameplay's repetitive but there's a challenge this time.

BATMAN RETURNS (CD)
SEGA ● £39.99 ● Tel 071 373 3000 — 83%
The striking CD soundtrack isn't enough to bolster the platform sections, which are identical to those in the cart version. However, the added racing sections are fast, smooth and realistic, the first time 3D this good has been seen outside the arcades. An attractive proposition.

BATMAN: REVENGE OF THE JOKER
SUNSOFT ● £39.99 ● Tel 0101 714 891 4500 — 60%
The laughing one has henchsprites everywhere — a pity he doesn't appear more often himself — but the blue 'n' grey comic version Batman has a multi-purpose Batarang. It's monotonous and *tough*. Some good graphics, though.

BATTLETOADS
TRADEWEST ● £39.99 ● Tel 0101 903 874 2683 — 58%
Pimple the Battletoad has been captured and one or two toad colleagues launch a rescue. Various types of level and colourful graphics are commendable but it starts very difficult and gets tougher! Platform fans looking for a challenge should check this out.

CHESTER CHEETAH
KANEKO ● £39.99 ● Tel N/A — 61%
As the 'too cool to fool' feline, negotiate five areas of a zoo and search for motorbike parts. Comical animals help and hinder but awful controls really screw it up. There are some good ideas but the package doesn't grab you.

CLASSIC ARCADE COLLECTION
SEGA (CD) ● £42.99 ● Tel 071 373 3000 — 66%
One winner — the original *Streets Of Rage* — but *Columns* has had its day, *Revenge Of Shinobi* is middle-of-the-road and they've taken the two-player option from *Golden Axe*.

CRUEBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 62%
Motley Crüe music and aggressive metallic graphics but (or should that be 'so'?) this is a dull pinball table. Few bumpers and ramps, progress is slow. Buy the next game…

DRAGON'S FURY
TENGEN/DOMARK ● £39.99 ● Tel 081 780 2222 — 93%
Three smooth-scrolling screens of mystical pinball 'table' are haunted by monks, undead soldiers and a transforming enchantress. Thumping good sounds and fast, realistic ball movement bring it to life, and with a host of bonus rooms, you'll flip over the lastability!

DJ BOY
SEGA ● £39.99 ● Tel 071 373 3000 — 32%
As the Boy, skate and bash through levels to rescue the missus. Graphics are drab, effects similarly basic and controls are unresponsive. Available for years on import, it's terribly old fashioned and deathly dull.

GADGET TWINS
IMAGITEC ● £39.99 ● Tel 0101 305 935 3995 — 80%
Bop and Bump take to the skies to find their king's gem, collecting coins in order to buy better baddie-bashing gadgets. Bright, cartoony graphics give the illusion of a child's game but a big challenge and superb two-player option prove otherwise.

GREENDOG
SEGA ● £39.99 ● Tel 071 373 3000 — 72%
Greendog dodges animals or stuns them with a frisbee as he searches for the Lost Surfboard of the Ancients. He travels on skates or skateboard on alternate levels, adding flavour to a so-so cart. This is one surf dude worth hangin' out with.

MAKE MY VIDEO: KRIS KROSS
SONY ● £44.99 ● TEL 0101 310 858 3777 — 78%
Not exactly arcade, but it doesn't fit *any* category. Use three video screens and effects such as strobe and slice to recreate videos requested by a radio/video show's 'listeners'. If you like the band, you'll love it, otherwise interest soon palls.

MARBLE MADNESS
ELECTRONIC ARTS ● £34.99 ● Tel 0753 549442 — 77%
Weird geometric landscapes are the home of weirder creatures, all out to stop the marble. It's a race against time — and sometimes a second player. Graphics are unusual but effective, controls and gameplay are unique. If only there were more levels…

NINJA WARRIORS (CD)
TAITO ● £49.99 ● Tel 0101 708 520 9280 — 48%
The arcade game had three screens of army-bashing antics and meaty music pumping out of massive speakers. This has laughably poor animation, a restrictive two-player option and tacky soundtrack. Gameplay's dated and dreary.

HAUNTING
ELECTRONIC ARTS ● £44.99 ● Tel 0753 549442 — 75%
One of the stranger sides of EA's vast library. *Haunting Starring Polterguy* has you going around various houses scaring the pants off of the family. The tricks are pretty funny to begin with while the graphics aren't too bad, but it does eventually become a little repetitive.

OUTLANDER
MINDSCAPE ● £39.99 ● Tel 0444 246333 — 63%
In a post-nuclear world, hit the road… slowly, and nudge and shoot bikers. There's a neat inset screen which is used to line up a shotgun with targets but this partly causes the slowdown. The action switches to scrolling beat-'em-up when you enter a village. An average *Mad Max* crash 'n' bash.

PAC-MANIA
DOMARK ● £29.99 ● Tel 081 780 2222 — 71%
Pac-man gets an update, receiving three-dimensional mazes and a jumping ability. Gameplay's simplistic but highly playable, helped by a nicely-shaded Pac sphere and toe-tapping music. Wonderful semi-nostalgia.

PAPERBOY
DOMARK ● £39.99 ● Tel 081 780 2222 — 50%
The coin-op wowed punters when it first appeared, but without the handlebars and speech, the conversion disappears into the crowd. Trundle along diagonally-scrolling streets, throwing papers into mail boxes and avoiding odd people. Graphics and sound are quite close to the coin-op but the gameplay's novelty soon wanes.

PAPERBOY II
DOMARK ● £39.99 ● Tel 081 780 2222 — 55%
More of the same, but you can choose your sex and launch papers both left and right — though this is unneccesary on individual sections. Lots of great speech provides laughs but gameplay's strictly limited.

ROCKET KNIGHT ADVENTURES
KONAMI ● £TBA ● Tel 081 429 2446 — 79%
A wallaby with a jet-pack takes Luke Skywalker's role in a pseudo *Star Wars* tale. Cute graphics as the hero swipes enemies and explores cleverly-designed levels. Another winners from Konami.

ROLLING THUNDER 2
SEGA ● £39.99 ● Tel 071 373 3000 — 79%
Become Secret Agent Leila or Albatross and infiltrate enemy bases, pumping adversaries full of lead and ducking into doorways. Large, realistically-animated sprites, tough but playable.

SAINT SWORD
TAITO ● £39.99 ● Tel 0101 708 520 9280 — 65%
Hack your way along levels and transform into a centaur, birdman or fishman! It's a great idea and so a pity it's been wasted. Collision detection's cruel but short, dull levels mean you won't care. Reasonable graphics, few effects.

TOXIC CRUSADERS
SEGA ● £39.99 ● Tel 071 373 3000 — 61%
Choose Toxie himself or one of his colleagues and become a Crusader (or two) and run then skate along six levels, bashing baddies and collecting power-ups. Although some sprites are well formed, repetitive gameplay, iffy collision detection and bad control response send this to an early grave.

TOYS
ABSOLUTE ● £39.99 ● Tel N/A — 50%
'Recreate' the Robin Williams movie by marching a mechanical sprite around a bland factory, collecting good toys and setting them against bad ones. There's a shoot-'em-up section but you have to struggle through three similar ones to reach it. Mediocre in all departments.

X-MEN
SEGA ● £39.99 ● Tel 071 373 3000 — 82%
From Marvel's top-selling comics, Wolverine, Cyclops, Gambit and Nightcrawler enter various scenarios before facing their nemesis, Magneto. Although animation's poor in places, both sprites and backgrounds are faithful to the originals. X-Men offers real comic-book excitement and a big challenge.

arcade adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Three of the winners — *Prince Of Persia, Another World* and *Flashback* — sport the best MD animation ever.

ALEX KIDD – ENCHANTED CASTLE
SEGA ● £19.99 ● Tel 071 373 3000 — 37%
Explore Paperock Planet, battling and chatting to various characters. Games of Paper, Scissors, Stone earns items to help you. Bland MS-like graphics, naff scrolling, forgettable effects, poor controls and insipid gameplay.

ANOTHER WORLD
VIRGIN/DELPHINE ● £39.99 ● Tel 081 960 2255 — 91%
An experiment gone wrong sends Lester to another world. Armed with his wits, a gun and stunning polygon animation, he tackles its dangers. Sharp reflexes and a sharp mind are required to conquer this atmospheric epic.

BART VS THE SPACE MUTANTS
FLYING EDGE ● £39.99 ● Tel 0962 877788 — 91%
Eek! The Space Mutes are plotting to take over the Earth! Only Bart Simpson knows of their plot so is out to save the day. He first uses a spray can and ingenuity to spoil the items they need. Neat sprites, bubbly muzak, Bart samples and guest appearances by other *Simpsons* characters polish up this engaging cartoon-like adventure.

ECCO: THE DOLPHIN
SEGA ● £39.99 ● Tel 071 373 3000 — 91%
The dolphin's chums have been 'napped. Ecco explores, consults glyphs and uses sonar to stun opponents. Superbly drawn and animated graphics, evocative sounds and a strangely soothing challenge.

FLASHBACK
US GOLD ● £39.99 ● Tel 021 625 3366 — 93%
Conrad's travelled to an alien planet to thwart their Earth-conquering plan. Many objects are collected and places visited, all richly coloured. Animation and attention to detail are unbelievable. The best of its kind.

JURASSIC PARK
SEGA ● £39.99 ● Tel 71 323 3000 — 79%
Game of the film time and , while this isn't really *awful*, it doesn't really take advantage of the film. A good idea, with the ability to be able to control either man or monster which adds to the lastability.

NIGHT TRAP (CD)
SONY ● £54.99 ● Tel 0101 310 858 3777 — 74%
Controversy time! Scan different sections of a house and trigger traps to defend young women. It's a repetitive matter of finding enemy after enemy, but the sound's great and digitised video pleasing. No violence or nude

PRINCE OF PERSIA (CD)
BRODERBUND ● £44.99 ● Tel N/A — 69%
What else but save the princess? There's a good intro and a great set of authentic eastern tunes but the graphics are mediocre for a CD game and it doesn't play as well as the Master System version. Let the damsel croak.

SHADOW OF THE BEAST
ELECTRONIC ARTS ● £19.99 ● Tel 071 373 3000 — 54%
Traverse scrolling plains and vast caverns to find your loathed master. Keys, potions and weapons are collected, although fists are often used. Parallax scrolling and detailed sprites don't increase lastability.

SHADOW OF THE BEAST II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 69%
The hero, human once more, is in search of his sis. Enemies are dispatched with a ball and chain, objects are found, used and traded. Graphics and sound are impressive but gameplay's tough and puzzles are obscure.

SWITCH (CD)
SEGA ● £49.99 ● Tel N/A — 75%
Become a cute Japanese character and press buttons to trigger wacky, surreal and often hilarious actions. That's about all, except too many wrong choices results in the demolition of a famous monument! A weird novelty game.

TIME GAL (CD)
WOLFTEAM ● £40.00 ● Tel N/A — 70%
To help guide Gal through time, react to globes at the screen's edge. Japanese cartoon action portrays dinosaurs, WWII planes, pirates, sharks and the undead. Great fun but, like most cartoon-based CDs, sadly limited.

TOEJAM & EARL
SEGA ● £19.99 ● Tel 071 373 3000 — 90%
Three-legged ToeJam and fat Earl have crash-landed on a particularly weird part of Earth. One or two players search for parts of their ship while gathering 'presents' which fend off adversaries. An astonishing array of wacky sound samples and cartoon graphics make it a feast for the senses. Weird — but cool!

WHERE IN THE WORLD IS CARMEN SANDIEGO?
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 81%
As an Acme detective, search for Carmen and her henchmen. An icon-driven control system's used to gather clues which lead to various locations. Digitised pics and cartoon sprites but it's the deductive gameplay that hooks.

WHERE IN TIME IS CARMEN SANDIEGO?
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 — 79%
Use the enclosed encyclopaedia to find clues to historic times and places. A pointer system enters clues to narrow down and capture suspects. Graphics are bland but 80 missions keep you busy and teach you a few things, too.

WONDERBOY V
SEGA ● £39.99 ● Tel 071 373 2222 — 84%
'Boy explores Monster Land in arcade sections, slaying monsters to earn money for weapons, magic spells and items. A relaxed pace but the mixture of arcade and RPG works well. Battery backup keeps you going.

beat-'em-up

If inflicting black eyes, bruises and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several involve platform sections but body blows are king.

CYBORG JUSTICE
SEGA ● £39.99 ● Tel 071 373 3000 — 60%
Bash mechanoids' bolts. A number of robot-rattling options, including 'build your own', and superb animation, but gameplay's as repetitive as the backgrounds and flat as the effects. Try but don't buy.

DOUBLE DRAGON
BALLISTIC ● £29.99 ● Tel 081 877 0880 — 39%
Jimmy and/or Billy Lee pound through thug after thug, level after level, to rescue their favourite girl. It doesn't take them long because *DD*'s easy, not to mention outdated.

DOUBLE DRAGON II
ACCLAIM ● £39.99 ● Tel 0962 877788 — 70%
Jimmy and brother go in search of magical gems which bring people back from the dead — pretty handy, especially as Jim's girl is currently corpse-like. Great graphics and sound but limited moves and repetitive gameplay spoil this scrolling bash-'em.

FATAL FURY
SEGA ● £39.99 ● Tel 071 373 3000 — 79%
From eight ugly, muscly streetfighters, one-on-one bouts are arranged, *Street Fighter II* fashion. Graphics are impressive — massive characters but minimal slowdown — and moves take time to master. The computer's a good opponent but a second player's better.

FINAL FIGHT (CD)
CAPCOM ● £49.99 ● Tel N/A — 86%
The original arcade machine can be yours! Just go out and buy yourself a copy of this smart game... and a Mega-CD, if you haven't got one. Big, colourful sprites, special moves, all the coin-op's levels plus an extra bridge section, but isn't as good as *Streets of Rage II* or *Mortal Kombat*.

FISTS OF STEEL
SAGE'S CR. ● £44.99 ● Tel 0101 415 346 2278 — 29%
A crusty coin-op featuring cute dwarven fighters. But their animation is pitiful (two frames per action) and FX are dreadful. There are only two moves and you can't retaliate once an opponent starts laying in. A loser.

GOLDEN AXE II
SEGA ● £19.99 ● Tel 071 373 2222 — 88%
One or two players become a barbarian, dwarf or Amazon woman to retrieve the axe. Basically the same as the original but with tougher, faster enemies and controllable magic level. Not massive but a lot of fun for two combat fans.

KING OF THE MONSTERS
SEGA ● £39.99 ● Tel 071 373 3000 — 82%
Become a Godzilla lookalike, rock creature, mutated insect or giant superhero and mangle Japanese towns while battling another monster from the list. An energy barrier keeps the duo in check and icons eventually power you up in awesome fashion: your sprite changes colour. Frivolous graphics for frivolous gameplay but it passes a few hours.

LAST BATTLE
SEGA ● £19.99 ● Tel 071 373 3000 — 22%
One of the first MD games — and it shows. Standard walk and punch gameplay, few moves and awful sound, *Last Battle* is the standard reply to 'What's the worst game you've played?'

MAZIN SAGA
SEGA ● £39.99 ● Tel 071 373 3000 — 67%
In a post-apocalypse world, command the Mazinger-Z armour in *Golden Axe*-style levels, switching to *Street Fighter II* one-on-one at the end of each. Graphics are amazing: the massive dinosaur foot and skeleton are huge and the *SF*-like sections are superbly animated. Gameplay lacks 'oomph'.

MORTAL KOMBAT
ACCLAIM ● £49.99 ● Tel 0962 877788 — 94%
Choose one of seven flamboyant characters, enter the shaolin tournament and kick ass! The inclusion of the blood 'n' guts code makes this the hardest-hitting as well as one of the most playable beat-'em-ups on the market — seeing a character's spine ripped out or head explode is a shocking but satisfying experience.

PIT FIGHTER
DOMARK/TENGEN ● £49.99 ● Tel 081 780 2222 — 79%
Become Buzz, Kato or Ty and fight down and dirty with ten fighters. Digitised graphics and sound add realism as you pound the controls, learn moves and grab handy objects.
KANEKO ● £39.99 ● Tel 0101 708 808 1370 — 57%
A *Street Fighter II* wannabe. In one-player mode, you're stuck as Joe, and there are few moves. It's too easy but there are plenty of options and graphics are crisp and smooth.

SPLATTERHOUSE 2
SEGA ● £39.99 ● Tel 071 373 3000 — 41%
Transform into a steroid-poppin' psycho to rescue your girlfriend. A variety of horrific beasts attack; retaliate with fists, feet, and later staffs, bones and chainsaws. Go for *Mortal Kombat* for playability as wella s gore.

STREETS OF RAGE II
SEGA ● £44.99 ● Tel 071 373 3000 — 93%
The best Sega beat-'em-up got better — and meaner. The four heroes — Axel, Blaze, Skate and Max — have many moves and several objects to maim the mobsters. A massive 16 Meg memory allowed the programmers to use big, fast sprites, parallax scrolling, brilliant music and sampled effects. An epic bone-crusher.

TMNT: THE HYPERSTONE HEIST
KONAMI ● £39.99 ● Tel 081 429 2446 — 81%
Konami's first MD game is nothing amazing (it *is* only the Ninja Turtles, after all) but the cartoon graphics, manic sounds, sense of humour and frantic action are enough to keep anyone happy — unless they select *Easy* mode, which certainly lives up to its name.

WWF WRESTLEMANIA
ACCLAIM ● £39.99 ● Tel 0962 877788 — 75%
Grappling fans are well catered for, with one-on-one, tag team, tournament and Survivor Series matches and eight WWF wrestlers, including the highly predictable Hulk Hogan and remarkably jocular Undertaker. Slick presentation, big sprites and many moves put Wrestlemania in your hands.

flight sim

Get away from it all. Fly into the blue and above the clouds, relax... before pumping several dozen rounds into an unsuspecting enemy fighter! Not much choice at the moment but a growing genre.

F22 INTERCEPTOR
ELECTRONIC ARTS ● £39.95 ● Tel 0753 549442 — 80%
F22 takes the complication out of flying — you automatically refuel and don't take off/land, unless you choose otherwise. What's left is fast action and lots of it. Slick 3D and good FX put you in the picture.

LHX ATTACK CHOPPER
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 91%
An Apache also at your disposal, missions involve many vehicles, weather conditions and strike times. Impressive external views and rockets/explosions. Tests your nerve and noddle.

MIG-29
DOMARK ● £39.99 ● Tel 081 780 2222 — 84%
Take a MiG on five varied combat missions around the Middle East. The polygon graphics are detailed and fairly fast, the soundtrack's great and pull-down menus easily used. Realism and depth for your money.

STEEL TALONS
TENGEN ● £39.99 ● Tel 081 780 2222 — 62%
Pilot an Apache attack helicopter on 12 missions in an attempt to earn Steel Talons membership. Good vector graphics but perspective and occasional sluggishness puts you off. Uneventful; missions are easy to give up on.

platform

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the strategy of *Humans* to *Captain America*'s heroics and aquatic antics of *The Little Mermaid*.

B.O.B
EA ● £44.99 ● Tel 0753 549442 — 82%
Stranded on Goth, B.O.B uses weapons and special gadgets to escape. Silky-smooth graphics, crystal-clear sound and a huge chunk of humour make their mark. Lack of restart points is a pain but still an outstanding cart.

BONANZA BROS
SEGA ● £19.99 ● Tel 071 373 2222 — 78%
As Robo and/or Mobo, break into buildings, collect swag and shoot or stun guards. This wacky coin-op conversion features unusual Lego graphics and neat cooperative gameplay. Original, fast-paced fun.

BUBSY
ACCOLADE ● £39.99 ● Tel 081 877 0880 — 84%
The bobcat's a superbly defined and animated sprite as he collects yarnballs from ugly aliens who need the fibrous spheres to fuel their space craft. Gameplay's fast and fun, tricky sections balancing out easy ones and passwords after every third level.

CAPTAIN AMERICA
DATA EAST ● £39.99 ● Tel 0101 408 286 7080 — 80%
Choose from four of Marvel Comics' squeaky-clean Avengers — Iron Man, The Vision, Hawkeye and Cap — then use fists and weapons to tackle the Red Skull's thugs and super-accomplices. A suitably bright, cartoon-like, energetic game, it has loads of wacky speech. Lastability is dubious but the two-player mode restores the balance.

CAPTAIN PLANET
SEGA ● £39.99 ● Tel 071 373 3000 — 45%
Clear levels of eco-problems using one of five green Planeteers then combine their power to create Captain Planet. Mediocre graphics and sound, unreasonable controls and repetitive levels, but a considerable challenge.

CHAKAN
SEGA ● £39.99 ● TEL 071 371 3000 — 62%
Doomed to eternal life until he rids Earth of supernatural evil, use Chakan's twin swords to do just that. Controls are awkward, levels play and feel the same. Moody graphics, lukewarm gameplay.

CHIKI CHIKI BOYS
CAPCOM ● £49.99 ● TEL 0101 4087 270 4000 — 83%
Sword-swiping Chiki Boy becomes Flying and Sea Chiki in certain sections of this typically Japanese, cute and colourful romp. Varied graphics, plenty of hidden extras and tough levels, but the import price almost kills it.

CHUCK ROCK
VIRGIN ● £39.99 ● Tel 081 960 2255 — 88%
Chuck's main weapon against five levels of dinosaurs is his 'belly-butt' — he takes a deep breath and lets all the flab go! Chuck also uses rocks as stepping stones and to kill baddies, but some dinos lend a hand. Cheerful graphics, vertical and leftward sections and puzzle elements make this highly playable.

CHUCK ROCK (CD)
SONY ● £42.99 ● Tel 0101 310 858 3777 — 74%
Graphics have been redrawn for CD but aren't greatly different. The sounds are disappointing and gameplay's the same. As much fun as the cart original but a pretty pointless exercise.

COOL SPOT
VIRGIN GAMES ● £39.99 ● Tel 081 960 2255 — 88%
The red dot from 7-Up cans has to rescue spotty chums. Fizz-blasts dispatch crabs, mice, frogs and birds, small spots give essential coolness till the cool character's hip enough to open the cage. Very slick but too similar to the superior *Global Gladiators*.

DECAPATTACK
SEGA ● £39.99 ● Tel 071 373 3000 — 80%
Become a Mummy and use its heads to free an island! One head extends from the stomach, the other's found under a rock then thrown, boomerang fashion. Power-ups aid the quest against equally strange adversaries. The idea and graphics are great but it's too easy.

EX-MUTANTS
SEGA ● £34.99 ● Tel 071 373 3000 — 85%
As Ex-Mutant Ackroyd or Shannon, hack into mutants and rescue your mates from a slimy mutant boss. Comic-book graphics and cool sampled sounds complement easy-to-get-into, hard-to-master gameplay.

FANTASTIC DIZZY
Codemasters ● £39.99 ● Tel 0926 814132 — 64%
Despite being very popular on other formats, we felt that Dizzy didn't really cut the mustard on the Mega Drive. The gameplay can become a tad laborious, while the small and cute graphics just didn't impress.

THE FLINTSTONES
SEGA ● £39.99 ● Tel 071 373 3000 — 87%
Fred's family and friends have lost various items and it's down to him to recover them. He clubs dinosaurs and clings to ledges, later travelling by car and train. Levels show imagination and humour. Great cartoon graphics and engaging action, but the famous *Flintstones* theme is somewhat grating.

GALAHAD
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 77%
Galahad's a vulnerable chap — *anyone* would be, set against these tough monsters. There's a neat selection of swords and armour but not enough continues. Gameplay grows on you, perhaps not quick enough, but you will soon find yourself enjoying the game. Not first choice, but probably worth having a go at anyway.

GLOBAL GLADIATORS
VIRGIN ● £39.99 ● Tel 081 960 2255 — 93%
Mick and Mack love The Global Gladiators, a pair of right-on comic heroes. While sitting in a burger bar, Ronald McDonald uses his magic to transform them into said Gladiators. Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

HOME ALONE
SEGA ● £39.99 ● Tel 071 371 3000 62%
As loveable home-alone Kevin (well, would *you* take Macaulay Culkin on holiday with you?! Thought not), sledge around outdoors, invent weapons from household objects and set burglar traps. Good options and sound but gameplay's very repetitive. Original but flawed.

HOOK (CD)
SONY ● £49.99 ● Tel 0101 310 858 3777 66%
Now you're a middle-aged lawyer, first convince Never Land's Lost Boys you're really Peter Pan then go in search of nasty old Captain Hook and your kids. You're armed with a sword and gather fairy dust for temporary flying abilities. The soundtrack's amazing — the best we've heard. Gameplay's difficult and offers nothing new.

HUMANS
IMAGITEC ● £39.99 ● Tel 010 305 935 3995 83%
Using different implements and types of caveman, traverse from platform to platform till the end of the level where a new invention awaits. Sounds simple but *Humans* is a unique brain-bending platform game.

INDIANA JONES AND THE LAST CRUSADE
US GOLD ● £39.99 ● Tel 021 625 3366 83%
As punching, whipping, leaping Indy, work your way through five levels to retrieve the Holy Grail. You start in caves, looking for a cross (remember it from the Indy-as-a-boy scout section of the movie?), then run across the top of a train (ditto) and move on. Platform puzzles, blandly-coloured but well defined sprites, crisp FX and a sizeable challenge.

JAMES BOND: THE DUEL
DOMARK ● £39.99 ● Tel 081 780 2222 80%
One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, nice sounds and four tough levels make Bond's mission a success.

JAMES POND II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 88%
As the cyborg Pond, negotiate countless screens in a bid to save Christmas. Pond squashes himself into a ball to kill enemies and stretches his mid-section to reach high platforms

JEWEL MASTER
SEGA ● £34.99 ● Tel 071 373 2222 74%
To free Mythgard from Jardine the Mad, use magic rings separately or combined for offence and defence. Backgrounds, sprites and sounds are all dull. Dumb assailants and samey gameplay. A wasted concept.

KID CHAMELEON
SEGA ● £39.99 ● Tel 071 373 2222 82%
Sucked into a video game, Kid headbutts blocks and jumps on monsters. A variety of masks give different identities and extra powers — a Samuria's sword, psychopath's axe, rhino's headbutt and so on. Kid's sprites give flavour till gameplay builds up and takes the lead. Enough to keep you busy.

LITTLE MERMAID
SEGA ● £34.99 ● Tel 071 373 3000 78%
Based on the feature-length Disney cartoon so no violence here. You have to play music to scare away sea creatures as you search for merpeople. When things get tough, call a fishy friend for help! Great graphics and soothing music set the Disney atmosphere.

QUACKSHOT
SEGA ● £39.99 ● Tel 071 373 3000 81%
Donald's on a globe-trotting treasure hunt and hops along platforms, 'plungering' enemies before plundering the goodies. Superb sprites and animation make this a joy.

RISKY WOODS
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 74%
As robed Rohan, rescue monks, negotiate platforms and gather weapons. Terrific graphics but temperamental controls and a tiring onslaught of enemies is irritating.

ROLO TO THE RESCUE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549 442 93%
The elephant jumps on enemies and collects keys to free beavers, squirrels, moles and rabbits from McSmiley the Circus Master. Freed animals follow Rolo then use their distinctive talents individually. Cute, colourful graphics and deep, addictive platform action. A legend in its own buntime.

SNOW BROTHERS
TENGEN ● £39.99 ● Tel N/A 91%
Snow Bros' single-screen platform-hopping action is well cool! Enemies are iced into giant snowballs then rolled down slopes. Pick-up potions are essential as difficulty increases. Simple yet addictive.

SONIC 2
SEGA ● £39.99 ● Tel 071 373 3000 95%
A two-tailed fox helps Sonic speed around levels, collect rings and stop Robotnik. Play as Tails or in a two-player split-screen race. The bonus sections involve running down a twisting 3D tube; technically impressive and a lot of fun. Back-grounds are bright and smooth-scrolling, sprites are full of character.

STRIDER II
US GOLD ● £39.99 ● TEL 021 625 3366 83%
With laser sword and spider-like abilities, acrobatic Strider takes on impressive robotic adversaries on the way to the Master's lair. Great speech, tough levels but versatile controls.

TALESPIN
SEGA ● £34.99 ● Tel 071 373 3000 68%
Baloo and little bear pal Kit are really crate! They've gotta find ten on each level and fire balls at baddies. An air battle breaks up simplistic yet frustratingly difficult gameplay. Pleasant graphics don't save it.

TAZ-MANIA
SEGA ● £39.99 ● Tel 071 373 3000 89%
Taz is an egg lover and hears a rumour of a valley where a species of legendary birds still live. Their yummy eggs in mind, Taz jumps, spins, growls and eats his way through levels. Authentic Warner Bros cartoon graphics with sounds to match really make this game. Although it's a touch easy, its originality and character make it a classic.

TINY TOON ADVENTURES
KONAMI ● £39.99 ● Tel 081 429 2446 91%
Buster Bunny and his wacky companions star in an ultra-slick mixture of *Sonic* and *Super Mario World*. It's as fast as it is addictive; you're hooked as soon as you start. One of the best.

TOKI
SEGA ● £19.99 ● Tel 071 373 2222 73%
Toki the Ape spits fireballs at enemies as he searches for his girl and a spell to restore his humanity. Happy music and good sprites spur things along, but although it's easy to get into, it gets repetitive.

WONDERDOG (CD)
CORE DESIGN ● £44.99 ● Tel 0332 297797 89%
WonderDog races through seven levels, throwing stars at odd animals. Wings, happy pills and bones are collected and secret levels found. Superb sprites and animation, smooth eight-way scrolling and hum-along CD sounds.

WORLD OF ILLUSION
SEGA ● £39.99 ● Tel 071 371 3000 91%
Mickey Mouse and Donald Duck use magic sheets to blow away assailants. Teamwork and special features help them. Superb sprites and animation, loads of tunes and addictive play are only tainted by relatively low lastability. Still, something of a classic.

puzzle games

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock's digitised video and Krusty's winning cartoon sprites!

CLUE
SCULPTURED SOFTWARE ● £39.99 ● Tel N/A 54%
'It was Professor Plum, with the candlestick, in the study.' Amusing graphic interludes and a variety of remarkably fitting tunes but you can't beat the real board game.

GREAT WALDO SEARCH
THQ ● £39.99 ● Tel 0101 818 591 1615 25%
Magnifying glass icon at the ready, search for scrolls and bonuses then the bespectacled drip in the scarf — Waldo. Even bearing in mind its for children, *Waldo*'s horribly simple and certainly not worth the asking price.

JEOPARDY
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 40%
Well presented but questions soon repeat and have an American bias. Answers have to be entered letter by letter and spelling errors aren't excused; computer players aren't afflicted. Jolly music, though. Not that that makes the game worthwhile of course!

KRUSTY'S SUPER FUN HOUSE
FLYING EDGE ● £39.99 ● Tel 0962 877788 93%
Krusty the Clown's house is overrun with vermmin so he enlists the aid of his friends, The Simpsons. Position blocks, tube sections, fans and springs to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find.

LEMMINGS
SEGA/SUNSOFT ● £39.99 ● Tel 071 373 3000 81%
Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

SHERLOCK HOLMES (CD)
ICOM/SLEUTH ● £44.99 ● Tel N/A 76%
Consult suspects and colleagues, travelling around Olde London as you do so, and reconstruct one of three crimes from the facts you glean. FMV and CD sound lend credibility and humour.

SHERLOCK HOLMES II (CD)
SEGA ● £49.99 ● Tel 071 373 3000 78%
Another trio of cases, but these are spread over two disk for clearer, smoother digitised scenes. A VCR-like controls are handy, but now we're used to the Mega-CD's capabilities it isn't such a wow

WHEEL OF FORTUNE
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 62%
A tiled wall hides a (supposedly) familiar phrase. Spin the wheel to set a cash value and pick a letter. If it's in the phrase, the letter's revealed. Guess till your wrong or solve the puzzle. Dull sound, dull graphics, dull gameplay…

racing

Hands on the steering wheel, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead… Domark's *F1* is the best of the bunch but *Micro Machines* is almost as fun and more original.

SUPER MONACO GRAND PRIX 2
SEGA ● £34.99 ● Tel 071 373 3000 88%
The original was great, this is better. In addition to 16 'real' tracks, Senna designed two special tracks and had snippets of his speech digitised. Speed and scrolling are top notch and the car handles well.

CHAMPIONSHIP PRO-AM
T RADEWEST ● £39.99 ● Tel 0101 903 874 2683 70%
An angled aerial view scrolls to track remote control-style trucks. Steering's relative to the car so controls are confusing. Fun when mastered but tracks are samey.

F1
DOMARK ● £44.99 ● Tel 081 780 2222 92%
One of the fastest games on any system, the tracks shift smoothly and convincingly as you race against computer drivers or another player (split-screen), around one of 12 courses. This is the best of the genre.

FERRARI GRAND PRIX
FLYING EDGE ● £39.99 ● Tel 0962 877788 61%
Five control systems, five custom cars, choice of weather, two-player split-screen game, realistic race series… The game itself is plain and too unforgiving.

HARD DRIVIN'
TENGEN ● £34.99 ● Tel 081 780 2222 68%
Fast 3D graphics portray the wild tracks, cars and trucks in this accurate coin-op conversion. It's a race against time and the Phantom Photon but a mere two tracks mean it doesn't match up to today's standards.

JAGUAR XJ220 (CD)
CORE DESIGN ● £39.99 ● Tel N/A 65%
A split-screen display accomodates two players, if desired, and a track editor allows the position of your own curves, dips and obstacles. The soundtrack's brilliant but perspective and road movement are questionable — as is playability.

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 81%
A split-screen display from the traditional racing viewpoint where a selection of tracks and weather conditions await. The two-player game's simply brilliant and provides many laughs, so if you want a head-to-head racer…

MICRO MACHINES
CODEMASTERS ● £39.99 ● Tel 0926 814132 90%
Steer miniaturised vehicles around odd courses such as a breakfast table, bath and garden path, viewed from above. Colourful graphics, smooth scrolling and superb controls make *MM* one of the most playable racers.

OUTRUN
SEGA ● £19.99 ● Tel 071 373 2222 55%
Long in the tooth and lack lustre nowadays. Choose your path across the States and put your foot down, taking in the colourful backgrounds, excellent music and speech. Limited courses and shallow gameplay are its downfall.

OUTRUN 2019
SEGA ● £37.99 ● Tel 071 373 3000 51%
It runs at fine speed but roads twist unconvincingly and roadside obstacles jerk into view. The futuristic setting offers nothing new and tracks follow predictable patterns. The yawns soon follow.

ROAD BLASTERS FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A 81%
You're out for revenge! Sometimes staggeringly-fast cartoon animation is used for both through-the-windscreen and cut-away action. Wild stunts to make you gasp and versatile controls, for this type of CD game.

ROAD RASH II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 86%
If you were born to be wild, head out on the highway astride a high-tech cycle, clubs and chains at the ready. Good 3D and sense of movement, a lot of fun and a big challenge. Don't buy if you have the original.

SUPER HANG-ON
SEGA ● £19.99 ● Tel 071 373 3000 79%
The age-old aim: reach checkpoints in time. The road scrolls quickly and smoothly and the illusion of movement's convincing. The only fault is the bike's a little sluggish to handle, but at this price who's complaining?

SUPER OFF-ROAD
BALLISTIC ● £29.99 ● Tel 081 877 0880 68%
Drive small but perfectly formed 4x4 trucks around rugged single-screen courses. Computer opposition is too tough and although you can update five vehicle attributes, it doesn't help

TEST DRIVE II: THE DUEL
BALLISTIC ● £39.99 ● Tel 081 877 0880 65%
A Ferrari, Porsche and Lamborghini are at your disposal in a race against the computer to Rusti's Garage. The cars handle well but the scenery's so dull you may as well be stationary.

rpg

A land to free, a magical item to find, a galaxy to liberate! In-depth adventures all have their rewards, often greater and more original than those in other game styles. The prize for Virgin's high-tech *Corporation* is 91%!

ADVENTURES OF WILLY BEAMISH
DYNAMIX (CD) ● £39.99 ● Tel 0734 303322 58%
As American schoolboy Willy, escape detention then get into surreal scrapes with your sister and dead grandfather. Cartoon graphics, fully characterised speech but horrific loading times cripple amusing gameplay.

BUCK ROGERS
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 82%
Various space-faring alliances face one another as Buck selects a crew of various skills. Plenty of gameplay and detail for RPG fans but more could've been made of the scenario.

CADASH
TAITO ● £32.99 ● Tel 0101 708 520 9280 60%
Become a fighter or mage and go a-roving! Pretty slowly, mind you, and you'll be hard-pushed to find the roleplaying elements. You're left with a weak platform game with nicely drawn but poorly animated graphics.

CORPORATION
VIRGIN ● £39.99 ● Tel 081 960 2255 91%
It's you versus robots and mutants. Superlative 3D rooms and corridors and a host of gadgets firmly set the atmosphere. Defence systems are shut down with a mixture of firepower and logic. A massive challenge.

buyers' guide

HOLLOW WORLD
SEGA ● £59.99 ● Tel 071 373 3000 67%
Scour the newly-formed Hollow World for threats. Villagers are nattered to, armour and weapons upgraded and special objects discovered. Nice graphics but no atmosphere and little to keep the experienced adventurer busy.

RINGS OF POWER
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 85%
Travel on foot and by Dino, Landbeast and boats to find the Rod Of Creation. Slick programming and great isometric graphics are the first attraction, in-depth tasks and a massive challenge follow.

SHINING IN THE DARKNESS
SEGA ● £34.99 ● Tel 071 373 3000 89%
The duff storyline is forgotten when the superbly designed and coloured graphics flash onscreen. Magic and different fightings tactics defeat monsters, lateral thinking's needed at other times. Along with its recent sequel, *Shining Force*, one of the best Sega RPGs.

SUPER HYDLIDE
SEGA ● £19.99 ● Tel 071 373 3000 47%
Small ugly graphics are a bad sign. You die frequently for no apparent reason, then run out of time and patience. RPG afficionados will find enough to stay occupied but there are better on the market.

shoot-'em-up

Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cop, blasters have as many victims as they do fans. *Jungle Strike* at first place, *T2: The Arcade Game*, *Alien 3* and the former's sequel tied for second.

AFTERBURNER III (CD)
CRI/SEGA ● £39.99 ● Tel 071 373 3000 63%
A CD sequel to Sega's flashy 3D coin-ops. Jet fighter sprites look good and move realistically but ground graphics are crude and dull, looking like rows of giant meatballs. There's great music and effects but not enough to do. Spend your loose change on the real thing.

ALIEN 3
ACCLAIM ● £39.99 ● Tel 0962 877788 92%
Part exploration, part shoot-'em-up, slaphead Ripley's got her work cut out for her. Aliens are on the prison planet she's crash-landed on and have taken several prisoners, er, prisoner. Ripley has to rescue them before chest-bursters make it a moot point but Aliens are everywhere. Grisly graphics and superlative sounds set the scene for a heart-stopping battle. Be quick on the trigger but keep an eye on your ammo.

ATOMIC RUNNER
DATA EAST ● £39.99 ● Tel 0101 408 286 7080 66%
Detailed, original backgrounds mix ancient artefacts with technology. But as we reviewers must always bear in mind, flashy graphics do not a great game make: it's unimaginative, controls are very awkward and 15 continues put paid to lastability.

BIO-HAZARD BATTLE
SEGA ● £39.99 ● Tel 071 373 3000 82%
Aside from its toughness, it's the unusual creepy-crawly enemies (hence the 'bio' of the title) which set this aside from the average blaster. Sprites are superior, backgrounds a touch bland, but it's playable.

BLASTRE MASTER 2
SEGA ● £39.99 ● Tel 071 373 3000 59%
The idea in this is simply to guide your little tank around a little world and blow up little enemies. The gameplay is rather shallow and the graphics are mediocre at best.

DEATH DUEL
RAZORSOFT ● £39.99 ● TEL 0101 405 843 3505 30%
Great pics between levels but graphics are otherwise childish in this cursor-controlled shooter. Duff FX, restrictive controls and boring gameplay. Taking potshots at cowardly monsters ain't fun...

DESERT STRIKE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 92%
Pilot an Apache 'copter on five taxing missions, taking on (and out) anti-aircraft units and SAM sites. Scouring the landscape for extra ammo, armour and fuel is as important as the shooting and leads to numous worrying moments. The missions are well put together; superb sprites, responsive controls and realistic effects bring them to life. A classic blast.

DEVASTATOR (CD)
SEGA ● £39.99 ● Tel N/A 80%
A mixture of platform and flying action as the Devastator takes on aliens and massive guardians. Manga cartoon intermissions, superb graphics (in places) and funky music; one of the best CD blasters.

EMPIRE OF STEEL
FLYING EDGE ● £39.99 ● Tel 0962 877788 72%
You're set against Motorhead — blast seven shades of **** out of Lemmy! Om, sorry, you set against the Motorhead *Empire*. Well shaded parallax backgrounds, oodles of weapons, pumping tunes, great effects and speech, compact sprites... A pity it's so easy!

FINAL ZONE
RENOVATION ● £39.99 ● Tel 0101 408 982 2700 73%
As Howie Bowie (sic), climb into a powersuit and stomp through seven war zones. Controls are a pain and plenty of wandering and repetition is required. Dull backdrops, good sprites but there's often slowdown. Missed potential.

FIRE SHARK
SEGA ● £19.99 ● Tel 071 373 3000 62%
Strange: you fly a bi-plane yet can acquire three-way fire, Wide Shot and Super Shot — a four-way laser! Scrolling's smooth but backgrounds are similar, sounds are irritating and it's too easy and unexciting.

GALAXY FORCE 2
SEGA ● £19.99 ● Tel 071 373 3000 42%
Once, it was an impressive, expensive coin-op, with flashy hydraulics and 3D. Now it's a cheap and pretty nasty cart. The ship handles badly, there's sprite flicker and an irritating voice babbles at you during tunnel sections. Too easy.

GLEY LANCER
NCS ● £39.99 ● Tel N/A 79%
On paper it's a standard scrolling shooter — power-ups, end-of-level craft etc — the only difference being a selectable permanent add-on. Good use of colour, infinite continues and a *hard* Hard setting. A good, slick blast.

G-LOC
SEGA ● £39.99 ● Tel 071 373 3000 75%
Don't expect anything as flash as the coin-op, but as a straight-laced shoot-'em-up, *G-LOC*'s entertaining. A fast, smooth blast with sampled voices, realistic effects and presentation pics.

GYNOUG
SEGA ● £19.99 ● Tel 071 373 3000 81%
A graphic treat: smooth, parallax-scrolling backgrounds, dazzling ripple effects, big, well animated enemies and no slowdown. The sounds aren't bad and the six levels will keep you playing.

HELLFIRE
SEGA ● £34.99 ● Tel 071 373 3000 92%
A galaxy-saving mission, various power-ups and end-of-level motherships. So far, so predictable. But the ship has unique directable firepower, which adds strategy, and gameplay's very tough, in an unputdownable way.

JUNGLE STRIKE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 94%
The sequel to *Desert Strike* is a 16 Meg monster! Rather than just an Apache, this time you pilot a Comanche helicopter, combat hovercraft, Stealth fighter and Special Forces motorbike to stop the madman's son and a drug baron. Campaigns take place not only in jungles but in Washington and deserts (deja vu!). The graphics and sound are staggeringly realistic and the missions are all challenging and fun. Superb stuff.

MERCS
SEGA ● £19.99 ● Tel 071 373 3000 83%
Jog along vertically-scrolling levels, *Ikari Warriors*-style, and let fly with various collectable firearms. Seven brightly-coloured levels provide an unoriginal but playable challenge.

MUSHA
SEISMIC ● £39.99 ● Tel N/A 70%
Unusual frog-like robot armour flies up few but lengthy levels; by the time you're used to them, you run out of game! Great visuals — big, colourful, smooth scrolling — but too easy and unoriginal.

PREDATOR 2
ARENA/ACCLAIM ● £39.99 ● Tel 0962 877788 63%
A Predator's on the loose but Harrigan's on his tail. He blasts drug dealers and finds hostages on isometric 3D levels before the alien makes things difficult. Small sprites and bland backdrops, unoriginal and unexciting gameplay.

RANGER-X
SEGA ● £39.99 ● Tel 071 373 3000 85%
Amazing detailed, colourful and sometimes massive graphics (the latter quality for end-of-level baddies — surprised?) display the hectic battles of a jet-packing robot and its bike. Only a smattering of levels but *very* high difficulty compensates.

SEWER SHARK (CD)
SONY ● £44.99 ● Tel 0101 310 858 3777 84%
Fly along FMV sewer tunnels, blast Radigators, bats and assorted mutated creatures while keeping an ear open for directions. It's great to look at and the digitised actors perform well, but lastability isn't good.

SMASH TV
ACCLAIM ● £34.99 ● Tel 0962 877788 72%
Explore the single screen rooms of a futuristic gameshow. One of the novelties is the ability to fire in one direction while running in another, vital for survival. A flawed conversion.

SPACE HARRIER II
SEGA ● £19.99 ● Tel 071 373 3000 55%
The original began the trend for hydraulic chairs and cabinets in the arcades. Blastin' nasties and dodging obstacles has limited appeal as their patterns are soon learnt, but at this price it's okay as a piece of nostalgia.

SUNSET RIDERS
KONAMI ● £39.99 ● Tel 081 429 2446 84%
Back in the Wild West, one or two bounty hunters pump mean cowboys full of lead, collecting ammo and cash along the way. Its lighthearted graphics and gameplay are appealing.

SUPER FANTASY ZONE
SEGA ● £39.99 ● Tel 071 373 3000 90%
Cute, bold and *very* colourful graphics hit you between the eyes! Spare parts and weapons shops are very necessary to survive this fast, tough shoot-'em-up. Addictive, take-no-prisoners blasting at its best.

SUPER THUNDER BLADE
SEGA ● £19.99 ● Tel 071 373 3000 36%
In its day, the coin-op's graphics wowed gamers, but the same was never true of the MD's. Slow, jerky movement detracts rather than adds to the weak gameplay.

THE TERMINATOR
VIRGIN ● £39.99 ● Tel 081 960 2255 79%
First in 2029 then back in 1984, Kyle Reese defends Sarah Connor from a Terminator, a relentless man-machine sent by an all-powerful computer system. There are plenty of ladders and stairs to negotiate and even more foes to blast. *Terminator* fans will love it, others should try it first.

TERMINATOR 2
ACCLAIM ● £39.99 ● Tel 0962 877788 92%
Direct gunsights and blow Terminators to scrap metal, but remember to collect ammo and gun coolant. This *Op Wolf* update is the best of its kind, beginning in the future and ending with the liquid-metal T1000. Superb graphics, raucous sound and non-stop action. Even better with the Menacer.

THUNDER FORCE IV
TECNO SOFT ● £39.99 ● Tel N/A 88%
Following three respectable shoot-'em-ups, it's no surprise this is one of the best around. Other than some slowdown, there's nothing to fault but plenty to enjoy. Stunning graphics, high quality sounds and addictive gameplay.

THUNDERSTORM FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A 72%
A cartoon view from an attack chopper is overlayed with a gunsight, used to blast terrorists. *Thunderstorm FX/Cobra Command* is already looking crude compared to new releases.

TWIN COBRA
SEGA ● £34.99 ● Tel 071 373 3000 52%
It uses the changing icon method of power-ups — the weapon you get depends upon its colour when collected. Average graphics and sound but plenty of levels to keep you busy, if you can stay interested.

THUNDERHAWK
SEGA ● £39.99 ● Tel 071 373 3000 92%
Undoubtedly the finest CD game around, with the sort of attention to detail and depth that the CD was made for. The first person perspective works brilliantly and the controls are smooth and responsive. If you have a CD then you have got to get this!

TWINKLE TALE
WAS ● £39.99 ● Tel N/A 81%
Viewed from above and just behind the hero, there's an arcade adventure feel to the varied level designs and a numb feeling in your fingers after you tackle end-level guardians! For both beginners and experienced gamers.

UNIVERSAL SOLDIER
ACCOLADE ● £39.99 ● Tel 081 877 0880 63%
Armed with an automatic gun, laser whip, power lines and gyroscope mode, find yet more weapons as you destroy waves of dull mechanical opponents. An above-average platform blaster based very closely on *Turrican* but a disappointing licence.

WARP SPEED
ACCOLADE ● £39.99 ● Tel 081 877 0880 52%
It's sooo s-l-o-w! A shame as there's smart graphics scaling and rotation. It's design and strategy elements may appeal to *Elite* fans but it's too dull to last.

ZERO WING
SEGA ● £19.99 ● Tel 071 373 3000 74%
Up against Cat's forces (no, not from *Red Dwarf*), you can use a tractor beam to grab enemies and launch them at others! Good use of colour, cool explosions and weapon effects, but gameplay's run-of-the-mill.

sport

Balls of all sizes, shapes and textures feature in these games, the hockey, boxing and multi-event cart breaking the pattern.

AMAZING TENNIS
ABSOLUTE ● £39.99 ● Tel N/A 68%
The 3D court scrolls around in a convincing manner, almost the equal of the SNES's Mode 7. There's the usual choice of computer, two-player and tournament games, but when you're the player beyond the net, controls and timing are inadequate. Unless flash is important to you, try *Jennifer Capriati's*.

ANDRE AGASSI TENNIS
TECMAGIK ● £39.99 ● Tel 071 234 2878 81%
Like most tennis games, controls take some getting used because of the ball's 3D movement, but there's fun to be had between two players and computer opponents are challenging. However, *Jennifer Capriati Tennis* is the better sim.

THE AQUATIC GAMES
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 77%
James Pond and his 'Aquabat' chums compete in running, jumping, seal-minding, shell-flipping and kipper-feeding events. Graphics are gorgeous, sounds are superb, but there's limited enjoyment, even with a few players.

ARCH RIVALS
FLYING EDGE ● £39.99 ● Tel 0962 877788 71%
A conversion of a two-on-two coin-op (team-mates controlled by the computer), it features superb cartoon intermissions but gameplay foibles. Limited gameplay against the computer, fun with a friend.

BULLS VS LAKERS
EASN ● £39.99 ● Tel 0753 549442 77%
Options up to yer eyeballs and a versatile control system ain't enough. It's a struggle to get into then is too samey to keep you interested. Some good animation and FX but odd music.

CALIFORNIA GAMES
SEGA ● £19.99 ● Tel 071 373 2222 74%
Up to nine players compete or practice half-pipe skateboarding, footbag, surfing, rollerskating and BMX racing. The different control methods are soon mastered but this mixed bag of events soon loses appeal.

CAL RIPKIN JR BASEBALL
MINDSCAPE ● £34.99 ● Tel 0444 246333 66%
Although there's not much of it, the crystal-clear speech is the only thing to differentiate this from the crowd: Exhibition, League and Home Run games, 18 teams, pitching variables, stick man fielders...

CHAMPIONSHIP BOWLING
MENTRIX ● £39.99 ● Tel 021 611168 **28%**
A rather sad and sorry 'sports sim' this. It looks absolutely awful, all of the alleys are almost identical and the longevity of the product is very questionable to say the least. There are hardly any characters to choose from either; it's this lack of variety really lets it down.

DAVID ROBINSON'S SUPREME COURT
ACCLAIM ● £34.99 ● Tel 0962 877788 **57%**
Manual player selection and difficult stealing make defence a pain but beating the computer's easy. The court flips 45° at the halfway line, confusing all games. Aesthetically pleasing but the gameplay's lacking.

DAVIS TENNIS
DOMARK ● £39.99 ● Tel 081 780 2224 **91%**
A right royal tennis game. The controls are excellent, really responsive, while you can enjoy singles or doubles games on a choice of courts and selecting from fifty players. The scrolling court works really well, even the two player split screen works to perfection. Probably the best tennis sim available.

EURO CLUB SOCCER
VIRGIN ● £39.99 ● Tel 081 960 2255 **78%**
Control any of 170 teams, enter the five-round European Cup then aim for the ultimate: the Super Cup. The action's viewed from the stands and all three buttons are used. Once you've got the hang of it, it's playable, but there are many rivals out there more than capable of taking the soccer crown.

EVANDER HOLYFIELD'S BOXING
SEGA ● £49.99 ● Tel 071 373 3000 **79%**
Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy-to-use controls, large boxers and realistic controls. Expensive and superceded by *Muhammad Ali* but give it a go.

FLAMING DODGEBALL KID
SEGA ● £39.99 ● Tel 071 373 3000 **76%**
Similar in appearance to volleyball, the basic idea's to hit members of the second team with the ball, timing your shots with its flashing. A worthwhile alternative sport and well represented by sizeable Japanese cartoon graphics and changing backgrounds. Give it a play, you could be pleasantly surprised.

GRANDSLAM TENNIS
TELENET ● £34.99 ● Tel N/A **63%**
Plenty of options: design a character, practice shots, compete in exhibitions, play doubles… All buttons are used but text book plays and tactics don't work. Bland graphics are the plain vanilla icing on the stodgy cake.

HARDBALL III
ACCOLADE ● £39.99 ● Tel 081 877 0880 **63%**
Although the rhythm's often mechanical, the running commentary adds life to this baseball sim. Piles of options but menus are used in gameplay, too, so even when you've gameplay down to a 'tee' it's stilted. Expect more strategic elements than fast-paced sport.

HIT THE ICE
TAITO ● £39.99 ● Tel 0101 708 520 9280 **50%**
A coin-op conversion, the amusing sprites and sleek ice hockey rink are spot-on. Fights and a squid-like creature are fun but infuriating gameplay soon kills playability stone dead.

INTERNATIONAL RUGBY
DOMARK ● £39.99 ● Tel 081 780 2222 **78%**
Taking a *Kick Off* approach, typical options and matches are offered before a great two-player game or dull one against the computer — it's moves are predictable. The only rugby sim as yet, but it isn't too bad anyway!

JENNIFER CAPRIATI TENNIS
RENOVATION ● £39.99 ● Tel 0101 408 982 2700 **84%**
Oodles of options, nifty FX and smooth character and ball movement get Jenny's game off to a great start. The variety of shots, tournaments and two-player option make it the best MD tennis game.

JERRY GLANVILLE'S FOOTBRAWL
RAZORSOFT ● £39.99 ● Tel 0101 405 843 3505 **59%**
American Football with an Olde Worlde, barbarian slant: The pitch is littered with tree stumps and rocks, the indoor arena has trap doors and *more* rocks. If you're doing badly, a bunch of ogres climb out the crowd and help you. However, it can work the other way around, too, so save celebrations till the final whistle. The cartoon violence gives a few laughs but the American Footie itself is basic.

JOE MONTANA II
SEGA ● £34.99 ● Tel 071 373 2222 **76%**
Joe is John's rival to the American Football crown The controls aren't as good as *Madden's*, the zoom function's confusing and there's no play-offs. On the positive, graphics and sound are good, gameplay's suitably hectic.

JOE MONTANA III
SEGA ● £39.99 ● Tel 071 371 3000 **80%**
Poor old Joe! This game doesn't put a foot wrong — plenty of options, several viewpoints, great graphics and heaps of quality speech — but still plays second fiddle to *John Madden '93*. Aaaahh! You have to feel sorry for him (unless you're an EA employee).

JOHN MADDEN '93
EASN ● £39.99 ● Tel 0753 549442 **87%**
When EA beefed up *'92*'s graphics, added more speech, stats, battery backup system and classic teams, they created one of the best sports sims ever. If you're even mildly interested in American Football, purchase this forthwith!

JORDAN VS BIRD
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **55%**
The biggest names in basketball go head-to-head. Presentation's high but the sprites are sometimes blocky and gameplay's simply boring. One-on-one is the basis of a sub-game, *not* an entire cart.

MARIO LEMIEUX HOCKEY
SEGA ● £39.99 ● Tel 071 373 3000 **49%**
A Mario game on Sega! But this namesake is no gaming star: players are sluggish, the control system's tricky and you spend half the time trying to find out who you are. Nice to look at, bad to listen to.

MUHAMMAD ALI BOXING
VIRGIN ● £39.99 ● Tel 081 960 2255 **87%**
The greatest heavyweight boxer lends his name to the greatest boxing game! Naturally, the aim is to become champ, although exhibition bouts can be organised. Presentation, graphics, sound and gameplay are of the highest calibre.

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **78%**
Funny aliens and crafty demons add variety and humour to this vertically-scrolling American Football spoof. Pitches are dull but big sprites portray inevitable, enjoyable violence.

NBA ALL-STAR CHALLENGE
FLYING EDGE ● £39.99 ● Tel 0962 877788 **63%**
The basic concept's a loser: it's one-on-one. Worse, some of the sub-games (as in 'way below par') are simply shooting practice. There are clear digitised portraits and realistic animation but lastability's low.

NHLPA HOCKEY '93
EASN ● £39.99 ● Tel 0753 549442 **84%**
Fights and the Sin Bin join team and player stats; the top 50 slappers have special moves! Professional presentation, EA's usual wide array of sport options and realistic graphics and sound; a top-notch sim.

OLYMPIC GOLD
US GOLD ● £39.99 ● Tel 021 625 3366 **80%**
Hurdles, the 100 metres, pole vault, diving, swimming, archery and hammer-throwing — not quite the full Olympics but their controls are easily mastered. Piles of options and superb with the full complement of four players.The best multi-sport cart.

PGA TOUR GOLF II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **73%**
Restrained visuals and an upmarket approach mix well with comprehensive options and clever features. Although it's far from a superlative product, the 'skins' game facility help bump this onto the 18th green.

POWERBALL
NAMCO ● £39.99 ● Tel 0101 408 496 6371 **30%**
A future version of football, blandly-drawn teams from around the globe compete on a dull pitch. It's difficult to see who's got the ball but you're unlikely to have it long, anyway.

POWER CHALLENGE GOLF
ACCOLADE ● £39.99 ● 081 877 0880 **53%**
Three courses, practice ranges, multiple players, 'skins' match and more options besides, but the controls and graphics are old fashioned (it's a minor update of an aging 16-bit game). Try it if you've conquered *PGA II* and can't wait for the third.

PRO QUARTERBACK
TRADE WEST ● £39.99 ● Tel 0101 903 874 2683 **52%**
Another Yank Football sim attempting to steal Madden and Montana's thunder, this one shouting about its fancy 3D perspective — which doesn't work! The number of plays is limited and their selection is confusing. It's fast, fun to watch and the music's funky.

RBI BASEBALL 4
TENGEN ● £39.99 ● Tel 081 780 2222 **89%**
Large sprites, smooth movement and quality sound make this a treat. A spread of options, numerous teams to choose, piles of stats and easy to learn controls complete the happy picture.

SIDE POCKET
DATA EAST ● £39.99 ● Tel 010 408 286 7080 **73%**
The game's pool, Nine Ball and Pocket against another human, Trick Shot Challenge and a States-skipping solo Pocket game. The latter soon sets horribly high target scores — and the trick shots which *must* be successfully played before moving to the next city are frustrating but the two-player option's always fun. The only ball and cue game available so fans are stuck with it.

SPEEDBALL 2
SEGA ● £39.99 ● Tel 071 373 3000 **90%**
In a smooth-scrolling metallic arena, teams battle it out for possession of a metal ball. Points are scored by throwing it in the opposition's goal and hitting targets, and maximised by activating score multipliers. Collect coins spend on improving individual players or the whole team. Manic gameplay and great presentation. One of the best two-player sports games.

SUMMER CHALLENGE
ACCOLADE ● £39.99 ● Tel 081 877 0880 **69%**
This multi-event cart allows up to eight players to compete in show-jumping, cycling, kayaking, archery, javelin, pole-vault, hurdles and high jump. The graphics are an interesting mix of polygons and sprites but unfortunately the 3D approach often makes control and timing difficult. *Olympic Gold*'s the superior game.

SUPER HIGH IMPACT
ARENA ● £39.99 ● Tel 0962 877788 **79%**
Smart speech and pulse-pounding effects increase atmosphere in this crunching American Football game. It's aimed at newcomers to the sport and adds aggression with its Hit-O-Meter. Worthy of attention.

WINTER CHALLENGE
ACCOLADE ● £34.99 ● Tel 081 877 0880 **80%**
Gather up to nine friends, choose nationalities and enter luge, downhill and cross-country skiing, bobsled, speed skating, slalom, biathon and ski jumping. The events vary in quality but feature realistic animation and 3D scenery.

WORLD CLASS LEADERBOARD
US GOLD ● £39.99 ● Tel 021 625 3366 **63%**
US Gold gave up their snap-hook graph in favour of a fancy circular one for MD *Leaderboard*. Control is a hit-and-miss affair with the new device. Blocky graphics and weak sounds but there are plenty of courses and game types.

WORLD CUP ITALIA '90
SEGA ● £19.99 ● 071 373 3000 **59%**
Bring justive to the 1990 World Cup: get England into the final! Viewed from above, about a tenth of the pitch is shown at any one time. The graphics are colourful and movment's speedy, but with only three kicks to master, it won't keep you playing for long.

strategy

Organise your troops, plan your moves, distribute resources… If your the type who thinks before they act, the following games should be right up your street. Oddly, the two best games in this category — *Mega-lo-Mania* and *General Chaos* — both have a humourous slant to make them more palatable.

GENERAL CHAOS
EA ● £44.99 ● Tel 0758 549442 **88%**
Single-screen sections of territory are fought over by directing soldiers, one by one. Assault, Brute Force, Commando and Demolition teams offer different combinations of weapons, Commando duos the only combatants under direct control. A straightforward but amusing, original, addictive war game.

KING SALMON
TOKAI ● £39.99 ● Tel N/A **57%**
There's nothing fishy about this being in the strategy section. Bait type, line length and depth, where to fish… even the arcade sections require thought.

MEGA-LO-MANIA
VIRGIN ● £39.99 ● Tel 081 960 2255 **90%**
Somewhere in space, flamboyant gods struggle for control over areas of territory known as epochs. Devote manpower to mining, invention, defence and combat. The manic sprites are small and icons are a touch confusing but speech is excellent and gameplay unsurpassed.

MONOPOLY
SCULPTURED SOFTWARE ● £39.99 ● Tel N/A **51%**
As in the board game, go round and round the board, deciding which property to buy and where to put houses. It's well presented and easily played but nowhere near as satisfying as the real thing.

POWERMONGER
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **70%**
An in-depth version of *Populous*, men are recruited, land is farmed and power struggles develop in a war against computer commanders. Massive depth but the control system cripples the gameplay.

POPOULOUS II
VIRGIN ● £39.99 ● Tel 071 373 3000 **83%**
The second coming of a great game. The controls are a bit fiddly, but it is still an enjoyable game which will have you playing well into the wee hours.

TECHNOCLASH
EA ● £44.99 ● Tel 0753 549442 **87%**
A highly original game that takes the better elements from other games, mixing shoot-'em-up with RPG and particularly strategy. Stylish graphics, variety and a big challenge.

WARRIOR OF ROME II
MICRONET ● £39.99 ● Tel N/A **56%**
Walk in Caesar's sandles and prevent the rebellion which killed him. Train men, organise troops, build colosseums and fortresses before going into combat. It takes a lot of time and patience but the two-player option helps.

If you are having problems getting hold of games then check out the numbers below.

The SEGA FORCE MEGA Buyers' Guide is now updated every issue, to include every Mega Drive and Mega-CD game we've reviewed since the original SEGA FORCE, back in December 1991.

The people who help us are the people to help you

ACE	071 439 1185	Krazy Konsoles	0422 342 901
AMS	081 201 0535	Mr Disk	021 616 1168
Comtazia	0384 261 698	Telegames	0533 880 445
Game Zone	0908 226 696	Video Games Centre	0202 527 314

Small Ads

You want to sell something? As long as it's something relevant (goldfish are taboo) then fill in the form on the right, send it to us, wait for six weeks and then stand by your 'phone.

for sale

■ Mega Drive games: Spiderman £14, Quackshot £18, or will swap them. Write to 16 St Peters Close, Hutton Cranswick, E Yorkshire, YO25 9YZ now!

■ Game Gear, 8 games, Master Gear, Ac adaptor, carry case, 2 battery packs, all boxed may sell seprately, lots more accessories, all ofers welcome. Ring (06973) 51365.

■ Sega Master System II with two games and one built-in. Excellent condition if you are interested call Andrew on (0469) 588712.

■ Sega Master System 2, with Sonic 2, Alex Kidd and a carry case, excellent condition, worth £100, sell for £70. Tel (057) 608 5748, must collect.

■ Game Boy with rubber holster, Mario Land,. R-Type, and Robocop with powered batteries and ear phones, all for £70. write for more details to: Ian Sanderson, 53, Stainburn Rd, Mooltown, Leeds, LS17.

■ Game Gear,1 8 in 1, cart, £75 also rechargeable battery pack £16. Also Sonic £12, Tazmania £15, halley Wars £12, Solitaire Poker £12, Tel Martin on (0983) 565412.

■ Game Gear with extras and NES with games, sell for 3300 or swap for SNES with SF2 and 3 more games. Tel: (0349) 852310.

■ Mega Drive (boxed and converted into Japanese) Game Genie with codes, lots of magazines, 21 games including Streets of Rage 2, Sonic 1&2, Teminator, Alien 3, After Burner 2, Outrun etc, £320. Write to: Jason Turner, 11 Lytham Place, Worthoey, Leeds, LS12.

■ Mega Drive for sale: two joypads, 13 games, including PGA Golf, EA Hockey, Gynoug, Ecco Dolphine, Road Rash, Thunder Force IV, Sonic, Hellfire, Rev of Shinobi, Spiderman, Castle of Illusions, Fatal Rewind, Alisia Dragoon. The lot for £250. Write to: Julian Wilton, 37 St Georges Rd, Fordington, Dorchester, Dorset.

■ NES for sale, 7 games includes Mario 1&3, Turbo Racing Steel Calge, Wrestle-Mania, Konami Soccer and Double Dragon. Excellent condition, £150 ono. Tel (0622) 675914.

■ Quackshot, Castle o Illusion, Super Real Basketball, Fatal Rewind, Want Wani World. Ring (0709) 700637.

■ Mega Drive games for sale, A Agassi Tennis £20, LHX Chopper £20, Super Kick Off £20, or the lot for £50. All UK utilies with annuals (buyer must collect in N Wales area) Tel Rob on (0286) 678080 after 5pm.

■ Mega Drive games - Greendog, Alisia Dragoon, £16 each, Desert Strike, Smash TV, Terminator, £22 each, Streets of Rage 2 £35. Phone Neil on (051) 426 0138.

■ NES for sale, 7 games including Mario 1, Mario 3, Turbo Racing, Steel Cage, Wrestler mania, Konami Soccer and Double Dragon. Excellent condition, £150 ono. Ring (0622) 675914.

■ Master System II for sale, 12 games including WonderBoy III, Lemmings, Tazmania, sell for £200 or swap for Mega Drive and games. Phone Stephen between 3.30 and 8pm weekdays on (0704) 213880.

■ Game Gear plus six games and car adaptor, Sonic 2, Aerial Assault, Shinobi 2, Outrun Spiderman, Fantasy Zone, all boxed £120. Ring (0494) 562832, High Wycombe area.

■ ZX Spectrum 128k for sale 85 games including ATV, Streaker, Paperboy, two joysticks, cassette player all for £75! Ring (0379) 870908, Norfolk area.

■ Sega Master System with four games (Sonic 1, Mickey Mouse 2, Prince of Persia & Double Dragon. Almostnew with boxes and instructions etc. Tel (0962) 734072, £75.

■ Sega Game Gear for sale with four games (Halley Wars, Wonder Boy, Columns & supe Monaco GP), magnifier and car adaptor, everything boxed with instructions, £120 COD. TEL (0307) 830334.

■ Rainbow Islands, boxed and with instructions, excellent codition, this game is a collectors item and it,s your's for only £75, no offers! Tel (0768) 899773 after 6pm.

■ Sega Master System 2 for sale, excellent condition, £85 ono, boxed with 6 games including Op Wolf, Light Phaser and 1 joypad plus £10.00 for control stick? Write to; Andrew, 26 Curcut Lane, Reading, Berkshire, RG3.

■ Prince of Persia on Mega-CD (UK version) £35 ono. Call Erick on (081) 550 4730.

■ Master System One, 2 control pads, 1 Sega joystick, Rapid fire unit, 10 games, 1 light phaser, plus 3 games built in, £125 ono. Ring Mick on (081) 591 6809.

■ Amazing Mega Drive and Mega CD games for sale or exchange for list, SAE's to Michael Herron, 10 Glebe Gardens, Newtownabbey, Co Antrim, N Ireland.

■ Radio controlled car, four wheel drive suitable for rough terran, very good condition comes with controller, batteries, recharger, £30. Phone Stef on (0737) 245428.

■ For sale, Super NES scope and 5 games, good condition £180 ono. Or swap for Amiga. Tel (0636) 706101, after 6pm and ask for Darren.

■ For sale Sonic 1, Thunder Blade and F-16 Fighter for £35, or £12.50 each. Phone John on (0432) 277969.

■ Atari 520 STE for sale, in excellent condition with 10 games, 3 magazines, 2 computer videos, blank disks and ST book. Includes mouse, £250. Ring Ball green, S-O-T 536875.

■ Sega Master system II with 5 games Lemmings, Sonic 1&2, Olympic Gold (no instructions), Hang On (no box) SG Pro pad all worth £189, will sell for £100. Phone Philip on (0706) 852084.

■ EA Hockey, John Madden, Sherlock Holmes (cd), Road Avenger (cd), Wachild (cd) and Jaguar X3220 (cd) all £40, Fatal Fury £30. Call Tyron on (0272) 355388.

■ Amstrad GX4000, 1 game and 2 controllers for quick sale only, £40. Phone (08772) 660 and ask for Gordon. PS Brand new system still boxed.

■ Mega Drive games for sale - Phone after 5pm ask for Leon on (0793) 791096. Games available are:

■ ooie dude! How's the party? will sell MP games, Road Rash 2, NHLPA Hockey, Jungle Strike, Kick Off, £15 each. Ring (041) 334 7679.

■ Game gear for sale, 6 games, Gear Master converter, wide gear, a/c adaptor, bargain at £150. Contact Lee on 90579) 340134.

■ Sega Game Gear for sale with 9 top games inclduing Sonic 1&2, various accessories plus carry case, £120. Phone kris on (0509) 507136.

■ Mega Drive games, Streets of Rage 2, £30, Flashback £35, Road Rash 2 £20, Madden '93 £20, Euro Club Soccer £20, Robocod £20, phone (081) 883 6174, 6-10pm.

■ Mega Drive boxed with 6 games, 2 control pads. Games include Alien 3, Streets of Rage 2, etc. Only 2 months old, £150 ono. Phone Richard on (0252) 622453.

■ Mega Drive games 25 in all for sale, prices from £15-£25 incl Alien 3, Streets of Rage 2, T2, EA Hockey, Super Kick Off. All in excelent condition, also WWF videos £7 each, if interested send for lists to: Mr D Graham, 5 Woodside North, Upperby, Carlisle, Cumbria, CA2 4NN.

■ Altered Beast (MS), Alien Storm (MS) for £15, Spider Man £20. Altered Beast is 6 months old, and Alien Storm 2 months old. All in good condition. Phone (0274) 884360.

■ Scramble Spirits and control pad for Master System. Scramble Spirits £10, control pad £5. Game boxed with instructions. Phone James on (0256) 469048.

■ Master System games Sonic 2 £15, Asterix £12, Mickey Mouse 2 £18, Wimbledon £12, Super Kick Off £15. Contact

■ Master System for sale, £50 ono. It includes Prince of Persia, Asterix, R Type, Super Kick Off and Alien 3, boxed with instructions, around £15. Phone (021) 753 2086.

■ Sega Master System II with 10 games, still boxed, cost £100. Call Steven on (0506) 39326 after 5pm.

■ Master System games for sale, Super Kick Off £20, Golden Axe, Shinobi, Space Harrier £12 each. Phone Ian on (0454) 412916 after 6pm.

■ Game Boy and Handy Boy and AC Adaptor/battery pack and carry case and 7 good games, everything boxed and in good condition worth £270, sell for £150. Call 08323 658.

■ Master System II with 7 games to sell for £180 or swap for Lynx II or Game Boy with 10 games or more. Call (0577) 864035.

■ Sega Master System II for sale with 7 games including Cyber Shinobi, Super Monaco GP and many more, plus free tips books and mags. All for £100. Ring (0450) 85238.

Well, we always have a lubbly jubbly box in our Small Ads, and this month's no exception. Although we tell you this time and time again, there are a few out there who still need their ears syringing. We can't be hung, drawn and quartered if the Mega Drive you've bought from our small ads section keeps yabbering on about its war wound, or the kid who wanted the Game Gear games turns out to be a spotty 38-year-old car mechanic called Kevin with a Ford Capri and a polo neck. Please take great care when writing to Pen Pals and User Clubs. Ads take up to six weeks to appear. We pull those deemed unsuitable, ie. other publishing houses trying to advertise their sub-standard cattle fodder, thank you, Mr Futcha.

■ Mega Drive and Atari Lynx for sale. Phone for more info, ring (021) 554 7920 after 4pm and ask for Harmal.

■ BBC Master with joysticks, tape recorder, tapes, double disk drive, tele text adaptor, two rom boards and other stuff, £300. Ring (0769) 3368.

■ Master System games, Operation Wolf and World Class Leaderboard, £15 each no offers. Phone (0255) 506221 and ask for Mark.

■ 2 Sega Master II games for sale, Sega Chess £20, (nearly new), My Hero £10, with instructions and boxed, ring (021) 426 5021.

■ Aztec Adventure and Ghost House on the MS. Sell for £10, boxed with instructions, contact Edward on (081) 3674759 after 1pm.

■ Master System games for sale. Sonic II £20, Super Tennis £15, or will swap for Land Of Illusion, Speedball II. Phone after 6pm on (0329) 661476.

■ Sega Master System II for sale, two joypads, light phaser, five games including Sonic 2. All boxed with instructions vgc, £80 ono. Phone (0525) 372006.

■ Sinclair 128k Spectrum with over 400 games, joystick book also free 48k and printer, all for £130. Call Dave anytime on (0493) 601498.

■ For sale Mega Drive with 14 games including Sonic 2, Ecco, Lemmings. Worth £530 sell for £200. Ring Plymouth (0752) 550634 ask for David.

■ Game Boy and eight games plus battery pack for just £150 ono, worth over £300. Ring Angela on (0925) 231564.

■ For sale Mega Drive boxed with 6 games, 2 control pads. Games include Alien 3, Streets of Rage 2 etc, only 2 months old, £150 ono> Contact Richard on (0252) 622453.

■ MS games Champ of Europe, Sonic 2, £20 each. Also Aztec Adventure £10. Phone Phil on (0707) 653001.

■ Sega Master System games, Heavyweight Champ, Italia 90, and Bubble Bobble £18 each or £50 for all 3. A great bargain in mint condition. Write to D McCallan, 8 Bryant Ave, Stanhousemuir, Stirlingshire, Scotland, FK5 4DF.

■ A600, printer, games, joysticks and external disk drive, all for sale. Phone John on (0279) 600770.

■ Mega Drive games for sale, Splatter House 2 £15, Oredator 2 £15, Twin Hawk £10, Rambo 3 £15, Galaxy Force 2 £10, tel Reading 574299.

■ Mega Drive, 8 games fully boxed and SNES with 3 games, fully boxed with converter, £166 each. Tel (0865) 390760, buyer must collect unless in Oxfordshire area.

■ Sega Master System II with 2 control pads, 1 joystick and Aliens 3, Wonderboy 3, Shinobi, Alex Kidd, Pro Wrestling, £90 ono. Ring (0792) 893091.

■ For sale MS II, 7 games, sell for £135, games include Batman, Alex Kidd, Terminator, Op Wolf, light gun, Woird Soccer, Sonic 2. Contact Tim on Newbury 71312.

■ Sega Master System, 6 games, 3 controllers, 12 magazines worth £250, will sell for £75. Ring (0652) 633319, Humberside area only.

■ Sega Master system II, 2 control pads plus 8 good games, vgc, £80 ono. Phone after 6pm on (0734) 752959.

■ Oi I have issue one of Sega Force £15, ono. Also issue 7, £5. Call (0757) 638 630.

■ Mega Drive games warpspeed £27, Powermonger £25, Herzog Zwei £20, F-16 (<5) £5. All excellent condition. Phone Andy on (0257) 268047.

■ Mega Drive, 2 joypads and case with Sonic 1&2, Micro machines, Mickey & Donald, £180. Call after 4pm on (071) 381 1290.

■ Bargains! Master System games. Sonic, Castle of Illusion, Rocky, Spider Man £10 each, Sonic 2, Donald Duck, Chuck Rock, £13 each, clear all for £70! Ring Keith on (061) 7616367.

■ Swap or sell 8 MS games, 4 GG games, and 1 MD game. I'm open for all offers. Please phone nathan on (0532) 789891.

■ For sale Road Rash II £20, Super Kick Off £25, Hard Ball 3 £25. Please write to martin Harrington, 30 Chrismas Ave, Aldershot, Hants, GU12 4PJ.

■ Atari Lynx, 5 games, boxed with instructions worth £230, will sell for £50. Phone Grant on (0603) 737465.

■ Sega Game Gear for sale with 6 hit games, adaptor, car adaptor and ruby carry case, for £150. Rainbow Islands and new Zeland Story for the Mega Drive. Both are in excellent condition, boxed with instructions, have them both for £125, no splits! collectors items. Phone Steven on (0768) 899773.

■ Atari 520, STE 'Xtra pack', double sided drive, joypad, mouse, word processor, £600 of software including F1 Grand Prix, Robocop 3, Jimmy White Snooker, Microprose Golf, worth £850, sell for £500 ono. Ring Michael on (071) 704 2914 before 7pm.

■ Mega Drive, excellent condition, boxed with 7 games, including D Strike & J Strike, 2 joy pads. Phone Lewis on (0834) 871 969 £195 ono.

■ Game Gear with no games, £45, phoen Matthew on (0495) 215950 now!

■ Mega Drive 1, good condition incldugin Flashback and Ecco, 6 months old, 2 joypads, sell for £200. Contact Andrew on (0760) 338790 buyer must collect.

■ Jap/US compatible British mega Drive with Sonic 1&2, World of Illusion, Desert Strike, Streets of Rage 2, Alien 3, NHLPA '93, Wrestlemania and Cool SPot. Two joy pads includes, only £130 ono. Tel Mike on (0933) 704414.

■ Will sell John Madden '93 for £30 or will swap for any good games. Phone Paul on (051) 526 0016, used twice unwanted gift.

■ Amiga for sale, boxed with joysticks, mouse, built in modulator, lots of games, including Body Blows, Super Frog, Chaos Engine, vgc, 8 months old sell for £295. Ring (061) 6539321.

wanted

■ Wanted members for Wrestling play by mail for FREE info pack, send foolscap SAE to 10 Eastlea Avenue, N Watford, Herts, WD2 4RH.

■ PC Engine games. I'll consider any titles, any condition. Also MEga-CD titles import or official. I will pay you £cash. Call (0444) 243815.

■ Wanted RPG's buy or swap for Joe Montanna Cyberball, Hardball 3. Also Night Trap (CD). COntact Mark after 6pm on (091) 4693312.

■ Wanted Mega Drive games, Sonic 2 and EA Hockey, will pay £15 each ono. Call us on (0553) 67456.

■ Wanted Master System 2 games: send your lists to; Vicky, 80 meadow Rd, Yeovil, Somerset.

■ Games up to £20 for Game Boy, Game Gear, SNES, Sega Master System (UK only). Also good condition machine required. Ring (081) 503 4931.

■ Mega Drive games Sonic 2 and EA Hockey, will pay £15 each. Call us on (0563) 674546.

swap

■ I will swap Ecco Dolphin (MD) for Road Rash 2. Phone Thomas on (0661) 852176.

■ I will swap Toxic Crusaders for X-Men if interested phone Shaun after 6pm on (0623) 555109.

■ Swap Lemmings fo0r: Bart vs The Space Mutants, Chuck Rock, Sonic 2, or Taz-Mania. Most wanted Land of Illusion on MS. Ring (0534) 852951.

■ For sale or swap RBI 93/Madden 93/ Desert Strike/Hellfire.Mega-Lo-Mania/Sonic. All perfect condition, ring Adam on (0691) 652886 anytime.

■ Will swap Mega Drive will PGA Super Kick Off, Super Off Road, World Class Leaderboard, and master System, converter for Amiga, with games, all boxed (0602) 455812.

■ Commodore 64 with 2 joysticks, 1 light gun and 32 games for Sega Mega Drive with one game and joypad. Call Andy on (07048) 31430.

■ Swap my Action Replay Pro for your Game Genie. Must be vgc, may sell for £35. If interested phone Thomas on (081) 316 5500, persons must collect.

■ Commodore 64, with box, manual 38 games, arcade joystick, for Sega Game Gear with games, ac adaptor.

■ Will swap my Mickey Mouse (gg) and Terminaator for Shinobi (gg) and Donald Duck. Write to; Niall Phelan, Bennee House, Dublin Rd, Kildare, Ireland, will swap separately.

■ Mega Drive games for sale Sonic 2, Euro Club, Soccer and Robocod from £18, Onslaught £15, Talmit's Adventure (marvel land) £17, Turican £15, Gyoung £20, Stomlord £10, Fighting Masters £20, Super Fantasy Zone £20, Immortal £25.

■ Will swap either Alien Storm (MS), Spider Man (MS) or Altered beast (MS) for your Sonic 2, Alien 3, Asterix, James Bond: The Duel, or the Terminator. Phone Anthony or Brian on (0274) 884360.

■ I will swap my Game Gear, adaptor, Master Gear, Magnifier, and two games (Spider Man and Bat Man Returns) for A Mega Drive, two pads and a game. Phone Dean on (0382) 66645 after 5pm.

■ Swap Wonder Boy or Shinobi on the Master System for any game, if I want it. Phone David on (0494) 873477.

■ Swap Castle of Illusion, Putt 'n' Putter, or Prince of Persia, for MS for either Lemmings1, or Sonic 2, for MS. Ring (0706) 823846.

■ Swap Master System games Sonic 2, Ghouls n Ghosts, Golden Axe, Rastan for Alien 3, Lucky Dime Caper, Global Gladiators, Psycho Fox. Ring Conrad on (0222) 711851.

■ Swap Lemmings or Wonder Boy 3 for Flash, GP Rider, Alien 3, Asterix, NZ Story, or Speed Ball 2. Contact 63 Heol Glyndwr, Fishguard, Dyfed, SA65 9LN.

■ Master System games for swaps Action Fighter, Battle Out-Run, Miracle Warrior, Tazmania, Transbor, or will sell £15-£25, ask for Michael on (0442) 253283.

■ I will swap my Amstrad 6128, with disc drive, 34 games, joystick, green monitor and tape player for a SNES with two joypads and Street Fighter 2. Ring Leon on Methlick 806492.

■ I will swap my Lemmings (MS) complete with passwords for Land of Illusion or WWF Steel Cage Wrestling. Write to 23 Silver Birch Way, Lydiate, Merseyside.

■ Wonderboy 3, Dynamite Ducks swap for any other Master System games. Phone Nick on (0706) 219765.

■ Master System version of Castle of illusion for Bart vs Space Mutants or Speedball. Phone Steven on Nuneaton 641182 anytime, after 6pm (must be in Nuneaton area).

■ I will swap my Mega Drive version of Sonic the Hedgehog without instructions for issues 1 to 25, 27, 31, 41 of Sega Power in mint condition, with or without freebies of Aliens Special Edition Movie. Ring Paul on (0255) 425021.

■ Will swap my Mickey Mouse (GG) and Terminator for Shinobi (GG) and Donald Duck. Write to; Niall Phelan, Bennett Hse, Dublin Rd, Kildare, Ireland, will swap seperately.

■ Swap Asterix or Shinobi (MS) for Trivial Pursuit or Land of Illusion. Phone Andy on (061) 626 2716 after 4pm.

■ Hel I would like to swap my (MS) Shadow Dancer for Asterix or Lemmings, must be in Nnneaton area. Phone Steven on Nuneaton 641182.

■ Ghost Busters for indiana Jones Last Crusade. Write to; Dean Bathgate, 14/5 Firrhill Drive, Edinburgh, EH3 9ET.

■ I will swap Dragon Crystal (MS) for any good GG or MS platform game. Tel Debbie on (0458) 72964.

■ Sega Master System games, swap Golden Axe, Wonder Boy and Ghost House for Lucky Dime Capper and Speed Ball 2. Phone (0686) 622132.

■ Swap Ghouls 'N' Ghosts for the New Zealand Story or Tazmania, if you live in Hertfordshire, ring William on (0707) 261809 (For the MS)

■ I'll swap Lemmings for MS for Columns or Prince of Persia, please ring (0532) 649523 or write to K Pollard, 8 Hawkshead Cresc, Leeds 14, LS14 6DG.

■ Wanted Master System 2 games, send your list to Vicky, 80 Meadow Road, Yeovil, Somerset, BA21 5PP.

■ Wanted Mega Drive games, Sonic 2 and EA Hockey will pay £15 each ono. Call us on (0553) 674546.

■ Wanted MS carts, RC Grand Prix, Lemmings, Rampage and Sega Chess, will pay up to £15 each. Tel (0444) 415125 after 7pm please.

■ Will swap Castle of Illusion for Sonic 2 on the Game Gear, or Outrun for Sonic 2 on master. Ring (0624) 861408 ask for Ross.

■ Atal Lynx games wanted will buy or swap for Mega Drive games, including Dragon's Fury a 93% top arcade game, write to; neil Cooper, 81 Wilton Ave, Franche, Kidderminster, DY11 5QE.

■ Swap my SNES plus 5 games (incl SF2) and converor for (Eng) Mega CD and Game (s) will sell for £200 ono. Phone Dan on (0977) 555331.

■ I wanna swap 'Bart vs The Space Mutants' for Toejam and Earl or Batman (other games considered) Phone Allister on (0432) 274769.

■ Swap my Speed Ball 2, Star Control, Bulls vs Lakers, or the Immortal for your Cyborg Justice, PGA 2, Streets of Rage 2 or Mega Lo Mania. Phone Paul on (0606) 883905.

■ Will swap Mega Drive plus two joypads and four games for Amiga 500 and some games. Phone after 8.30pm on (0282) 457812.

■ Swap Ecco for PGA Golf II and Mystical Fighters for LHX, Lotus Turbo, or Rolling Thunder 2, must be near Edinburgh area, ring 5522065.

■ Swap Mega Drive game LHX Attack Chopper for Micro Machines, Collspot, Jungle Strike, Road Rash 2, or Ecco. Phone David on (0202) 884157.

■ Mega Drive with Sonic, NHLPA '93, Road Rash, Dragon's Fury and WWF, for your SNES with SFII and F1 Exhaust Heat. Tel: (0268) 752827.

■ I would like to swap my Master System II (without box), with two games for a NES. Please write to Kevin Mowatt,12 Shakespeare Hse, Lime grove, E4 6PY.

user clubs

■ Attention! Mortal Kombat fans for all special moves and death blows (arcade) send A4 SAE and £1 PO to 75, Carr Lane, Shipley, W Yorkshire, DD18 2NS.

■ You want cheats, you can get them, for an application form write to: 4 Hearn Rd, Woodley,, nr Reading, berkshire, RG5 3QG.

■ MS heaven. Send 50p and a list of as many games you want cheats for. I'll send you cheats for seven games or more. Write to J Green, 39A Algiers Rd, Lewisham, London, SE13.

■ Sports games enthusiasts interested in serious club competitions in NW area. For details send SAE to Steve, 10 Cronton Park Avenue, Widnes, Cheshire, WA8 9DJ.

pen-pals

■ Hi pen pal wanted, aged 13-15, male or female, would prefer female, I'm 13. Havr got a Mega Drive and I like music, please send photo. Dale Hodgkinson, 18 Cambray Rd, North Shore, Blackpool.

■ 19 year old male, wants female pen pals 16+ in the Leeds area. Please send a phot and write to: Carl Worral, Bramley, Leeds, LS13 4TX.

■ I would like to be in touch with a boy pen pal aged between 11-13 who's interested in football and sport, also Game Gear. Write to; Sean Dowsing, 116 Forest Street, Kirkby-in-Ashfield, Notts, NG17 7DU.

■ Hi male pen pal seeking male or female pen pal, must be 10 and be heavily into Sega and Soccer. Send an enclosed photo if possible to; Dan Trueman, 53 Gotts Pak Avenue, Leeds, LS12 2RW.

■ 16 year old girl would love male pen pals aged 15+. Into music and reading. Write to Clair Banks, 26 Fairford Avenue, Leeds, LS11 5EL.

■ 13 year old girl wants pen pals aged between 10-15. All letters will be replied to, just write to: Bethan Roach, 13 Vere Street, Gilfach, Bargoed, Mid Glam, CF8 8LB.

■ Hi I'm a 12 year old girl wanting a male pen pal (12-15). Write to Dawn Bladon, 38 Horton Street, Darlaston, West Midlands, WS10 8HF.

■ Hi I'm Robb, please write to me, boy or girl aged 10-12 must like sport, please start writing! 96 East King St, Helensburgh, Scotland, Dunbartonshire, G84 7TD.

■ 13 year old boy wants female pen pal around the same age. Enclose photo, send to Stuart Shepherd, 3 Thornhill Rd, Chorley, Lancs, PR6 0JB. Or phone (0257) 269602.

■ 13 year old girl wants M/F pen pals, send photo if possible, write to Susan, 6 Hospital Rd, Annan, Dumfrieshire, Scotland, will reply to all.

■ Hello! 14 year old girl wants male or female pen pal, prefer male. Must like Football, if possible aged 14-17. Write soon, photo not important to: Lydia Street, 18 Waverley Ave, Beeston, Nottingham, NG9 1HZ.

■ Hi 13 year old wants male pen pals. All letters answered, snbed to Louis Murphy, 22 Epping Close, Frankley, Birmingham, . B45 ODP.

■ Hi! Fourteen year old boy wants female pen pal over 13. Write to Duncan mcMillan, 49 Gilmour Ave, Hardgate, Clydebank, Scotland, Dunbartonshire.

■ 10 year old girl wants male or female pen pals. Likes reading, writing letters and collecting postcards. Write to Emma Banks, 26 Fourford Avenue, Leeds, LS11 5EL.

■ Hi I'm an 11 year old boy wanting a pen pal must like Sega Master System. Enclose a recent photo. Write to Graham, 15 Glenelg Rd, Forres, Scotland, Morayshire, IV36 OGB.

■ I'm a 13 year old boy looking for m/f pen pals aged between 12-14, Write to Allen Gray, 'Beeckwood' Highlands Ave, Barkham, Berkshire, RG11 4SP.

■ Hi Thirteen year old girl wants male pen pal around the same age, if possible send photo. Write to Fiona Lehr, 10 Holcot Close, Wellingborough, NN8 5FL.

■ 15 year old male seeking m/f pen pals, likes sports and computers. Write to; Brian Cunningham, 29 Moxar Drive, Foxbar, Paisley, Scotland, PA2 9BB.

■ Any 16-20 year old girls wanted light hearted conversation with a red hot 18 year old male, then write to "Sonic" 3 Battlesbrook Rd, Old heath, CO2 8EQ.

■ Wanted: First issue of Mega Machines. Will swap for every issue of Edge. Oh, all right then, every issue of Edge and £2.50. Contact your local newsagent on November 11th

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As you read this the shackles on our legs are snapping shut once more. There's no rest for the SEGA FORCE MEGA chain gang. We're already sniffing for news, shuffling for previews and arguing over reviews. It's work, work, work, but we love every minute of it. Course we do!

We've got a real box of delights for you next issue. There's the big soccer showdown between EA's *FIFA International Soccer* and *Sensible Soccer*. You'll also find out what we think of *Streetfighter II*, *Crashdummies*, *John Madden '94* and, as we couldn't quite squeeze it in this issue, *Spiderman and the X-Men* will be given the all-over review treatment.

All the regulars will be back, of course. Life wouldn't be the same without the inane ramblings of Guttersnipe now would it? Expect the Devonshire cream to rise to the top in the next sizzling issue of everyones favourite Sega magazine — SEGA MEGA FORCE





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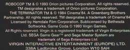
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